Denizens of Annaral

With Abilities Descriptions

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Casaníi

## Casaníi - Alaim

s electric	Alaim	The Outcast	Enarii - Unique	CASANII ALAIM	Cost 150
Movement	10"	Blitz (2) [C]: If this model casts 2 or more successful Erac in Combat Stones for the duration of the combat. Charge (1) [A]: Fight a combat against an adjacent Enemy in model may not benefit from Support but casts 1 additional (	nmediately after this mo	del has moved usina its Basic Movement. This	
Combat	5	Cautiously.			
Support	0	Combat Trained (2) [C]: Recast up to 2 failed Combat Stone Diplomat (Empire) [T]: This model may be taken as Allies ir Friendly Troops and/or Elites. These models count as an Al Powerful [C]: Any blows that are landed by this model must	1 a force from the Empire [lies.	e Culture, accompanied by up to 100 points of	
Save	3+	Solo [T]: If this model is Activated Directly then after it has Transport (1) [A]: Immediately after this model's Basic Moz	activated you may retu	rn one of your Initiative Counters to the pool.	
CR	6"	contacted by this model during that movement. Place the R Unstoppable [T]: This model moves at full rate even if foro Barreling Charge (1) [T]: If this model ends its move more th	ider[T] model adjacent to ed to Move Cautious[y, a	this model. and may move through Small Enemy models.	
Stamina	4	Powerful[C] [any blows that are landed by this model must Very Tough [S]: Re-roll a failed Toughness save.			

## Casaníi - Core

1 Dec	Casanii	Водудиа	rд		Troop	CASANII CORE	Cost 60
Movement Combat Support	8" 4 1	their place. If it Combat Discipli Combat Trained	is failed then th ne* [C]: Recast (2) [C]: Recast s model starts the End Phase.	his model is 1 any or all C up to 2 fail with one Sta	ed Combat Stones. Can be used once per con mina if deployed within 3 inches of . While r	nbat.	
Save CR Stamina	3+ 6" 2	моvе 6"	Rge 6"	CS 2	Throwing Knives Accurate: Recast up to one failed Comba	t Stone for this attack.	
1 DO	Casanii	Warrior			Troop	CASANII CORE	Cost
Movement	of the casaníi forces 8"	," Combat Trained			d Combat Stone. Can be used once per comb nodel with the Transport[A] ability.		20
Combat Support	3						
Save	1 5+						
CR	6"						
	Ū	мо <i>v</i> е 8"	Rge 4"	CS 2	Throwing Spear Bushwack: This model may make its Rar	nged Attack at any point during its move.	
	Casanii	Warrior	Chief		Elite	CASANII CORE	Cost 80
"Veterans nopo he	rve survíveð countle	/		( )	<i>b</i>		00
Movement	8"	Combat Discipli Combat Trained	ne* [C]: Recast (2) [C]: Recast	any or all C up to 2 fail	`roops or Civilians. ombat Stones. ed Combat Stones. Can be used once per con inst an adjacent Enemy model. Both sides m		
Combat	4	Rider [T]: This n	nodel may be n	wved by a n	nodel with the Transport[A] ability.	ay bencht from support.	
Support	2						
Save	5+						
CR	9"	моvе 8''	Rge	CS	Throwing Spear Bushwack: This model may make its Rar	1ged Attack at any point during its move.	
Stamina	2	0	4"	2	Focus <sup>*</sup> : Use before an attack. Cast an add targeted by this attack.	ðitional Combat Stone against all models	
<b>K</b>	Crested	Grola			Beast	CASANII CORE	Cost 15
Movement	6"						
Combat	2						-
Support	1						
Save	5+						
CR	6"						

1 Merit	Erillai				Beast	CASANII CORE	Cost 15
Movement	8"		o up to 4", igi	noring interz	ts at least 1 Erac and 2 Oran in combat. rening models. This move ignores the Move vated Directly.	e Cautiously rule.	
Combat	3						1
Support	0						ALL AND
Save	4+						
CR	2"						
Stamina	1						
	Erillai	Rider			Elite - Troop	CASANII CORE	Cost 30
"Last and deadly	, cavalry"		. r.				90
Movement	8"	Charge [1] [A]: Fig model may not be Cautiously.	9t a combat a nefit from Su	igainst an ao ipport but ca	jacent Enemy immediately after this model sts 1 additional Combat Stone. This ability	l bas moved using its Basic Movement. This may not be used if this model had to Move	
Combat	3	Leap" (4) [A]: Leap	vup to 4", igi	noring interz	) Combat Stone. Can be used once per comb vening models. This move ignores the Move wel's Basic Movement, select up to 1 Friend	e Cautiously rule.	TATA
Support	1				ent. Place the Rider[T] model adjacent to th		
Save	4+						
CR	6"	Move	Rge	CS	Throwing Spear		
Stamina	1	8"	4"	2	, 01	nged Attack at any point during its move.	
	Hadera	a Rider			Elite - Troop	CASANII CORE	Cost 60
"Masters of the	Casaníí plaíns"	Charge (a) (A) Die	lat a aquebat	agginst on a	Nigoout Tuoun iunuodiatolu aftar this uuda	el bas moved using its Basic Movement. This	
Movement	10"	model may not be Cautiously.	nefit from Su	pport but ca	sts 2 additional Combat Stones. This ability	y may not be used if this model had to Move	
Combat	4	Transport (2) [A]:	Immediately	) a <sup>'</sup> fter this m	) Combat Stone. Can be used once per coml odel's Basic Movement, select up to 2 Frien ent. Place the Rider[T] models adjacent to t	1dly or Allied models with Rider[T] that were	
Support	1	Unstoppable [T]: 7 Very Tough* [S]: 1	This model m	oves at full 1	ate even if forced to Move Cautiously, an	δ may move through Small Enemy models.	
Save	3+						2
CR	6"	Move	Rge	CS	Throwing Spear		
Stamina	2	8"	4"	2	. 01	nged Attack at any point during its move.	
1 NO	Mount	ed Shaman	(Erill	ai)	Elite - Unique	CASANII CORE	Cost 60
Movement	8"					l has moved using its Basic Movement. This may not be used if this model had to Move	
Combat	3	Commander (2) [L Inspire [T]: All m	dels directly	activated by	ly or Allied Elites, Troops, or Civilians. this model gain one Stamina. rening models. This move ignores the Move	a Cautiousla rule	and the second s
Support	1	Tactician** [S]: Us This ability costs	e immediatel two Stamina	y after an Ao to use.	ctivation Counter has been drawn to retur	n it to the bag and draw another counter.	
Save	4+				odel's Basic Movement, select up to 1 Friend ent. Place the Rider[T] model adjacent to th		
CR	6"						
Stamina	3						

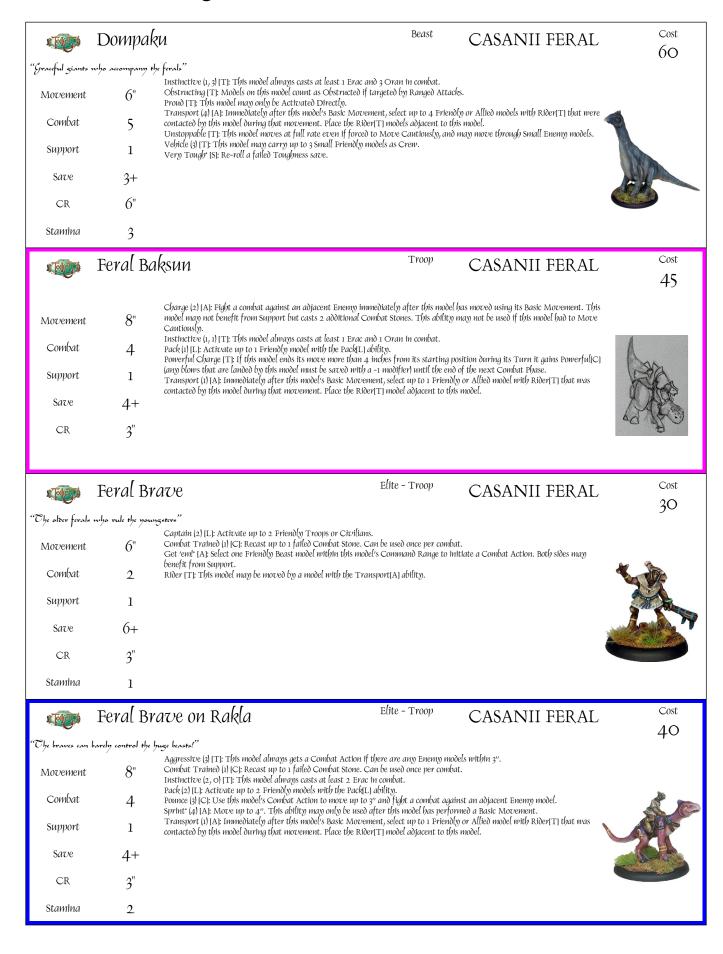
1 Alexandre	Mounted	) Shaman (I	Hadera)		Elite - U	Inique	CASANII CORE	Cost 90
Movement	10"	model may not benefit Cautiously.	t from Support but	casts 2 add	itional Combat Stone	s. This ability n	as moved using its Basic Movement. Thi way not be used if this model had to Move	
Combat	4	Commander (2) [L]: Ad Inspire [T]: All models Tactician** [S]: Use im	directly activated	by this mod	vel gain one Stamina.		t to the bag and draw another counter.	
Support	1	This ability costs two Transport (2) [A]: Imn	Stamina to use. nediately after this	s model's Bas	sic Movement, select	up to 2 Friendly	9 or Allied models with Rider[T] that were	
Save	3+	contacted by this mode Unstoppable [T]: This Very Tough [S]: Re-ro	model moves at fu	ıll rate even	if forced to Move C	aojacent to tins autiously, and n	mooel. nay moze through Small Enemy models.	
CR	6"							
Stamina	3							
	0l'raan				Elite – U	Jnique	CASANII CORE	Cost 30
"Murí's other be	sdyguard"	Beast Handler (2) [L]:	Activate un to 2 F	riendly Bea	sts			2
Movement	6"	Ranger [T]: This mode Solo [T]: If this model i	el may move over is Activated Direct	difficult ter tly then afte	rain without Moving r it has activated yo	u may return or	ne of your Initiative Counters to the pool ned a Basic Movement.	
Combat	3	opinio (4) (cs) cisce e	-p -co -q 20,10 -co.10	<i></i>				
Support	1							
Save	3+		kge CS	0		failed Combets	tous for this attach	
CR	6"	3" 1	.8" 2	Focus' target	ed by this attack.	ƙ. Cast an addit	ional Combat Stone against all models	
Stamina	2			Long Quick	Range* (6): Increase ti Shot*: Make an addi	he range of this tional Ranged A	attack by 6". ttack.	
	On'Saa					Elite	CASANII CORE	Cost 50
"Ensuring messa	ges are delívered at 2		l aaste ono addition	al Oran if i	t is the taxaet of a D	March Attach T	vis model may re-roll a failed Agility Test	
Movement	8"	Aginty [1]: Tyls model Assassinate* [A]: Fight Combat Trained (2) [C Dodge* [C]: Force your	a combat against C]: Recast up to 2 f	an adjacent ailed Comba	Enemy model. Neith It Stones. Can be use	er side may ben	efit from Support.	
Combat	3	Ferocity <sup>•</sup> [C]: Cast one Ranger [T]: This mode	e additional Comba el may move over	it Stone. difficult teri	ain without Moving	) Cautious[y.		
Support	1		is Activated Direct	tly then afte	r it has activated yo	u may return or	ne of your Initiative Counters to the pool ned a Basic Movement.	
Save	6+	opinio (4) (cs) cisce e	-p -co -q 29/10 -co.co	<i>a</i>				
CR	6"							
Stamina	4							
1 Meri	shaman				Elite - U	Jnique	CASANII CORE	Cost
"Those who wa	lk with the spirits"							40
Movement	8"	Commander (2) [L]: Ad Inspire [T]: All models Rider [T]: This model w	directly activated may be moved by a	) by this mod a model with	el gain one Stamina. hthe Transport[A] al	bility.		
Combat	3	Tactician" [S]: Use im This ability costs two		1 Activation	Counter has been dr	awn to return i	t to the bag and draw another counter.	
Support	1							
Save	6+							
CR	6"							
Stamina	2							

	Tokara				Troop - Unique	CASANII CORE	Cost 60
"Murí's boðygu <i>ð</i>	ard"						
Movement	8"	their place. If it Combat Discipli	is failed then the ne* [C]: Recast	his model is re any or all Co	or Civilian model is about to take a Tough emoved as a casualty. mbat Stones.	,	
Combat	4	Retinue (Freedow	n Fighter Mur	i) [T]: This m	d Combat Stones. Can be used once per con vdel starts with one Stamina if deployed wit s model gains one Stamina during the End F	bin 3 inches of Freedom Fighter Muri. While	
Support	1	Very Tough <sup>*</sup> [S]:	: Re-roll a faile	d Toughness	save.	,	
Save	3+						
CR	6"	Move	Rge	CS	Throwing Knives		
Stamina	2	6"	6"	2	Accurate: Recast up to one failed Comba	t Stone for this attack.	
<b>KOR</b>	Tracker				Troop	CASANII CORE	Cost 25
"Unerringly accur	rate with their bow	" 5					_)
Movement	8"	Rider [T]: This n	nodel may be n	noved by a m	icult terrain without Moving Cautiously. odel with the Transport[A] ability. hen after it has activated you may return	one of your Initiative Counters to the pool.	
Combat	3						25
Support	1						
Save	6+						Maria
CR	6"	Move	Rge	CS	Longbow		and the second s
Stamina	1	3"	18"	2	Focus': Use before an attack. Cast an add targeted by this attack. Quick Shot': Make an additional Ranged	v	

Cas	anii	- &	Der	9At	·L		
	Telani I	U ·			Elite – Unique	CASANII DEYATH	Cost 100
"Scourze of those	nobo trespass on	his lands"					
Movement	8"	Combat Discipl Combat Traine	ine* [C]: Recast ) (2) [C]: Recast	ану or all Co up to 2 faile	d Combat Stones. Can be used once per con	ıbat.	
Combat	4	Coordinated Str	ike" [A]: Fight a	combat again	ly or Allied Elites, Troops, or Civilians. 1st an adjacent Enemy model. Both sides m this model must be saved with a -1 modifier		an 🖡
Support	2	Very Tough [S]					
Save	4+						
CR	9"	Move	Rge	CS	Koiba		
Stamina	3	8"	4"	3	Bushwack: This model may make its Rar Light Weapon: This Ranged ability may model does need to disengage (Moving Ca	ged Attack at any point during its move. be used even if the model is Engaged. The autious[y] first.	

Casanii - Enyath Nob'rilan Enyath Elite - Unique Cost CASANII ENYATH 1 DIS 90 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 Movement 10" Cautiously. Combat Discipline' [C]: Recast any or all Combat Stones. Combat Discipline' [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Combat 4 Inspire [T]: All models directly activated by this model gain one Stamina. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Support 1 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. 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. Save 3+ Move Rge CS Throwing Spear CR **O**" Bushnack: 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. 8" 4" 2 Stamina 2 Young Nob'rilan Elite - Unique Cost CASANII ENYATH 1 DO 50 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Packmaster (2) [L]: Activate up to 2 Friendly Elites. 10" Movement Combat 4 Support 1 Save 4+ 6" CR Move CS Throwing Spear Rge Bushwack: This model may make its Ranged Attack at any point during its move. 8" 4" 2

Casanii - feral

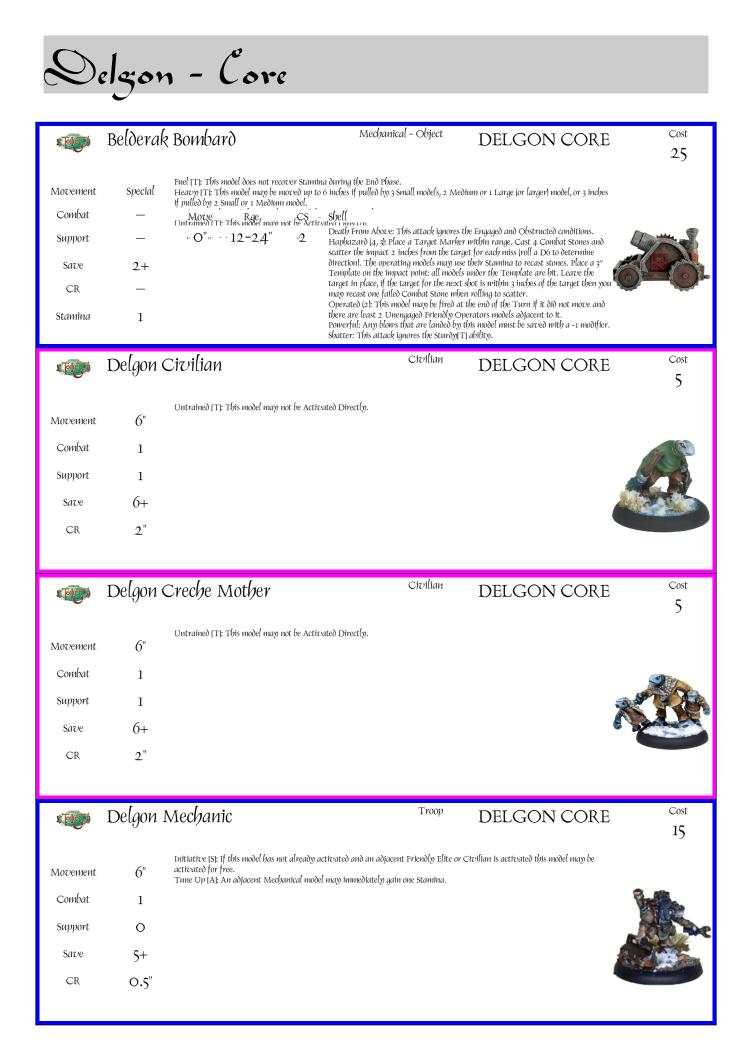


	Feral G	ranok Rid	er			Т	roop	CASANII FERAL	Cost 25
Movement	10"	Instinctive (0, 1) [ Pack (1) [L]: Activ Transport (1) [A]: contacted by this	ate up to 1 F Immediately	riendly mode 1 after this m	l with the Pau odel's Basic N	ck[L] ability.	to 1 Friend jacent to th	ly or Allied model with Rider[T] that was is model.	R
Combat	3	-							-
Support	1								
Save	5+								
CR	3"	Move	Rge	CS	Sling Lidt Wa	anous This Panaod	bilito man	be used even if the model is Engaged. The	
		10"	8"	2	model doe	es need to disengage	(Moving C	autious[y] first.	
	Feral M	иtt				Beast - T	roop	CASANII FERAL	Cost 15
"III tempered pro	stectors for the your		h ICh Booast	un to z failo	Compatist	one. Can be used on	a nor comb	t	15
Movement	10"	Pack (0) [L]: This	model can be	activated by	Priendly m	odels with the PackII	.] ability.	u.	
Combat	2								Sela
Support	1								
Save	5+								
CR	1"								
	Feral Sli	ng				Т	roop	CASANII FERAL	Cost 10
"Hunting their	prey from afar"					1			10
Movement	6"	Pack (1) [L]: Activ Rider [T]: This m	ate up to 1 F odel may be i	riendly model noved by a n	with the Pa nodel with th	ck[L] ability. e Transport[A] abili	ty.		
Combat	1								<u> </u>
Support	1							•	
Save	6+								
CR	1"	Move	Rge	CS	Sling				dana, maanaa
		3"	8"	2	Strig				
I DO	Feral W	arrior				Т	roop	CASANII FERAL	Cost
"Young casanii i	trying to prove the								10
Movement	6"	Pack (1) [L]: Activ Rider [T]: This m				ck[L] ability. e Transport[A] abili	ty.		
Combat	2								
Support	1								<b>S</b>
Save	6+								A
CR	1"								

	Jakiin	Troop - Unique CASANII FERAL	Cost 10
"The youngest o	f Koí Koí s ferals"		10
Movement	6"	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.	
Combat	2		
Support	1		
Save	6+		
CR	2"		
	Lek'Saa	Elite - Unique CASANII FERAL	Cost
"More at home	with grishak than l	ner kín"	20
Movement	6"	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	
Combat	2	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.	
Support	1	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.	
Save	6+	The models may be activated during the Turn.	A ANA
CR	6"		
Stamina	1		
1	Lek'Saa (	on Grisbak Elite - Unique CASANII FERAL	Cost 50
"More at home	nvith grishak than l		)0
Movement	10"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Charge (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 Cautious(9.	
Combat	3	Cantonsy. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Fazoured Allies (Grishak Jenta) [T]: This model allows you to take models of type Grishak Jenta as Allies. Those models and this	
Support	1	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.	
Save	4+	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	
CR	6"	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.	
Stamina	2		
	Lek'Saa (	on Rakla Elite - Unique CASANII FERAL	Cost 30
"More at home	with grishak than l		)
Movement	8"	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.	
Combat	4	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	
Support	1	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].	
Save	4+	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.	
CR	6"	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.	
Stamina	2	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.	

	,	_1			
	Seh'Ban	Steyar El	ite - Unique	CASANII STEYAR	Cost
Most renoumed	» of the Onsezar (	- Kibers"			150
Movement Combat	10" 5	Aggressive (3) [T]: This model always gets a Combat Action if then Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Charge (1) [A]: Fight a combat against an adjacent Enemy immedia model may not benefit from Support but casts 1 additional Comba Cautiously. Combat Discipline* [C]: Recast any or all Combat Stones.	ately after this mod t Stone. This ability	del has moved using its Basic Movement. This 9 may not be used if this model had to Move	Å.
			1 >		
Support	1	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Tro Pourse (4) [C]: Lies this words: Combat Action to worse up to y	ops, or Civilians.		ST
Support Save	1 3+		oops, or Civilians. nd fight a combat a	gainst an adjacent Enemy model.	K
	1 3+ 9"	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Tro Pounce (3) [C]: Use this model's Combat Action to move up to 3" an Powerful [C]: Any blows that are landed by this model must be sa	oops, or Civilians. nd fight a combat a	gainst an adjacent Enemy model.	5





	Delgon	Sprog				Troop	DELGON CORE	Cost 5
Movement	6"	Beast Handler (1 Evasive [C]: Eac Ranger [T]: This	ch successful (	Dran cast by	dly Beast. this model cancels two ficult terrain without N	opposing Erac. Moving Cautious[y.		
Combat	1							
Support	1							
Save	5+							
CR	3"							CONTRACTOR OF T
	Delgon	Sprog & S	Skerrat	<u>.</u>		Тгоор	DELGON CORE	Cost 10
Movement	6"	Beast Handler (1 Evasive [C]: Eac Ranger [T]: This	ch successful (	Dran cast by	idly Beast. this model cancels two ficult terrain without 1	opposing Erac. Moving Cautiously.		
Combat	2							
Support	1							
Save	5+							
CR	3"	мо <i>v</i> е 6"	Rge	CS	Skerrat Bushwack: This mod	del may make its Ran	ged Attack at any point during its move.	Conservation and
		0	5"	1	Light Weapon: This	s Ranged ability may Disengage (Moving Ca	be used even if the model is Engaged. The	
	Delgon	Sprog Ga	ng Leo	ıder		Troop	DELGON CORE	Cost 15
Movement	Delgon s 6"	Beast Handler (1 Evasive (C): Eac Gang (2) [L]: Aci	.) [L]: Activate ch successful C tivate up to 2	up to 1 Frier Dran cast by Friendly mo	this model cancels two )els with the Gana[L] a	opposing Erac. bility.	DELGON CORE	
Movement Combat	Ŭ	Beast Handler (1 Evasive [C]: Eac Gang (2) [L]: Act Ranger [T]: This	) [L]: Activate h successful C tivate up to 2 s model may n	up to 1 Frier Dran cast by Friendly mo 10ve over dif	this model cancels two Dels with the Gang[L] a ficult terrain without 1	opposing Erac. bility. Moving Cautiously.	DELGON CORE	
	6"	Beast Handler (1 Evasive [C]: Eac Gang (2) [L]: Act Ranger [T]: This	) [L]: Activate h successful C tivate up to 2 s model may n	up to 1 Frier Dran cast by Friendly mo 10ve over dif	this model cancels two Dels with the Gang[L] a ficult terrain without 1	opposing Erac. bility. Moving Cautiously.		
Combat	6" 1	Beast Handler (1 Evasive [C]: Eac Gang (2) [L]: Act Ranger [T]: This	) [L]: Activate h successful C tivate up to 2 s model may n	up to 1 Frier Dran cast by Friendly mo 10ve over dif	this model cancels two Dels with the Gang[L] a ficult terrain without 1	opposing Erac. bility. Moving Cautiously.		
Combat Support	6" 1 1	Beast Handler (1 Evastve [C]: Ea Gang [2] [L]: Act Ranger [1]: This Trainer (3, Gang	) [L]: Activate by successful ( tivate up to 2 model may n glo)) [T]: At th Rge	c up to 1 Frien Dran cast by Friendly mo we over dif e start of the CS	this model cancels two yels with the Gang[L] a ficult terrain without 1 game, up to 3 models ir Skerrat Bushwack, This mod	opposing Erac. ibility. Moving Cautionsly. 1 the force may be giv del may make its Ran	ren the Gangio) ability. ged Attack at any point during its move.	
Combat Support Save	6" 1 1 5+	Beast Handler (1 Evasive [C]: Eac Gang (2) [L]: Act Ranger [T]: This Trainer (3, Gan <sub>t</sub>	) [L]: Activate b successful ( tivate up to 2 model may u g(O)) [T]: At th	up to 1 Frier Dran cast by Friendly mo nove over dif e start of the	this model cancels two bels with the Gang[L] a icult terrain without 1 game, up to 3 models ir Skerrat Bushmack: This mod Light Weapon: This	opposing Erac. ibility. Moving Cautionsly. 1 the force may be giv del may make its Ran	een the Ganglo) ability. ged Attack at any point during its move. be used even if the model is Engaged. The	
Combat Support Save	6" 1 1 5+ 3"	Beast Handler (1 Evastve [C]: Ea Gang [2] [L]: Act Ranger [1]: This Trainer (3, Gang	) [L]: Activate dy successful ( tivate up to 2 model may n glo)) [T]: At th Rge 5"	cup to 1 Frien oran cast by Friendly mo wove over dif e start of the CS 1	this model cancels two bels with the Gang[L] a icult terrain without 1 game, up to 3 models ir Skerrat Bushmack: This mod Light Weapon: This	opposing Erac. ibility. Moving Cautiously. 1 the force may be giv del may make its Ran 8 Ranged ability may	een the Ganglo) ability. ged Attack at any point during its move. be used even if the model is Engaged. The	
Combat Support Save	6" 1 1 5+ 3"	Beast Handler (1 Evastve [C]: Eac Gang [2] [L]: Act Ranger [T]: This Trainer (3, Gang Move 6" Sprog Ske Beast Handler (1 Evastve [C]: Eac Gang [2] [L]: Act	) [L]: Activate b successful ( tivate up to 2 model may n glo)) [T]: At th Rge 5" <b>TVAL R</b>	up to 1 Frien yran cast by Friendly mo ove over dif e start of the CS 1 ider up to 1 Frien yran cast by Friendly mo	this model cancels two lefs with the Gang[L] a ficult terrain without 1 game, up to 3 models in Skerrat Bushwack: This mod Light Weapon: This model does need to d bly Beast. this model cancels two - bels with the Gang[L] a	opposing Erac. bility. Moving Cautiously. 1 the force may be giv del may make its Ran 8 Ranged ability may 9 isengage (Moving Ca Troop Troop	ren the Ganglo) ability. ged Attack at any point during its move. be used even if the model is Engaged. The utious[y] first.	15 Cost
Combat Support Save CR	6" 1 1 5+ 3" Delgon S	Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This Trainer (3, Gang Move 6" Sprog Ske Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This	) [L]: Activate th successful ( tivate up to 2 imodel may in glo)) [T]: At th Rge 5" <b>TVAL</b> R h successful ( tivate up to 2 : model may in	tup to 1 Frier pran cast by Friendly mo prove over dif e start of the CS 1 ider up to 1 Frier pran cast by Friendly mo prove over dif	this model cancels two lefs with the Gang[L] a ficult terrain without 1 game, up to 3 models in Skerrat Bushwack: This mod Light Weapon: This model does need to d idly Beast. this model cancels two lefs with the Gang[L] a ficult terrain without 1	opposing Erac. ibility. Moving Cautionsly. 1 the force may be giv del may make its Ran Ranged ability may bisengage (Moving Ca Troop opposing Erac. ibility. Moving Cautionsly.	ren the Ganglo) ability. ged Attack at any point during its move. be used even if the model is Engaged. The utious[y] first.	15 Cost
Combat Support Save CR CR Movement	6" 1 1 5+ 3" Delgon 8	Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This Trainer (3, Gang Move 6" Sprog Ske Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This	) [L]: Activate th successful ( tivate up to 2 imodel may in glo)) [T]: At th Rge 5" <b>TVAL</b> R h successful ( tivate up to 2 : model may in	tup to 1 Frier pran cast by Friendly mo prove over dif e start of the CS 1 ider up to 1 Frier pran cast by Friendly mo prove over dif	this model cancels two lefs with the Gang[L] a ficult terrain without 1 game, up to 3 models in Skerrat Bushwack: This mod Light Weapon: This model does need to d idly Beast. this model cancels two lefs with the Gang[L] a ficult terrain without 1	opposing Erac. ibility. Moving Cautionsly. 1 the force may be giv del may make its Ran Ranged ability may bisengage (Moving Ca Troop opposing Erac. ibility. Moving Cautionsly.	ged Attack at any point during its move. be used even if the model is Engaged. The utiously) first. DELGON CORE	15 Cost
Combat Support Save CR Movement Combat	6" 1 1 5+ 3" Delgon 8 8" 2	Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This Trainer (3, Gang Move 6" Sprog Ske Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This	) [L]: Activate th successful ( tivate up to 2 imodel may in glo)) [T]: At th Rge 5" <b>TVAL</b> R h successful ( tivate up to 2 : model may in	tup to 1 Frier pran cast by Friendly mo prove over dif e start of the CS 1 ider up to 1 Frier pran cast by Friendly mo prove over dif	this model cancels two lefs with the Gang[L] a ficult terrain without 1 game, up to 3 models in Skerrat Bushwack: This mod Light Weapon: This model does need to d idly Beast. this model cancels two lefs with the Gang[L] a ficult terrain without 1	opposing Erac. ibility. Moving Cautionsly. 1 the force may be giv del may make its Ran Ranged ability may bisengage (Moving Ca Troop opposing Erac. ibility. Moving Cautionsly.	ged Attack at any point during its move. be used even if the model is Engaged. The utiously) first. DELGON CORE	15 Cost
Combat Support Save CR Movement Combat Support	6" 1 1 5+ 3" Delgon 8 8" 2 1	Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This Trainer (3, Gang Move 6" Sprog Ske Beast Handler (1 Evasive [C]: Ea Gang [2] [L]: Acl Ranger [T]: This	) [L]: Activate th successful ( tivate up to 2 imodel may in glo)) [T]: At th Rge 5" <b>TVAL</b> R h successful ( tivate up to 2 : model may in	tup to 1 Frier pran cast by Friendly mo prove over dif e start of the CS 1 ider up to 1 Frier pran cast by Friendly mo prove over dif	this model cancels two lefs with the Gang[L] a ficult terrain without 1 game, up to 3 models in Skerrat Bushwack: This mod Light Weapon: This model does need to d idly Beast. this model cancels two lefs with the Gang[L] a ficult terrain without 1	opposing Erac. ibility. Moving Cautionsly. 1 the force may be giv del may make its Ran Ranged ability may bisengage (Moving Ca Troop opposing Erac. ibility. Moving Cautionsly.	ged Attack at any point during its move. be used even if the model is Engaged. The utiously) first. DELGON CORE	15 Cost

	Delgon	Standard	Bearei	/		Troop	DELGON CORE	Cost 20
Movement	6"	Standard [T]: Adj. as many models c		y models mag	9 use this model's Command	Range for thei	ir Leadership abilities and may activate twice	
Combat	1							
Support	1							
Save	5+							A
CR	9"							
	Heavy	KalMalog	)		Elite - Me	chanical	DELGON CORE	Cost 50
Movement	3"	Fuel [T]: This mo Sprint* (3) [A]: Mo	del does not re sve up to 3".	ecover Stami This ability n	el with the Cadre[L] ability. na during the End Phase. nay only be used after this r	nodel bas perfo	rmed a Basic Movement. rch stamina beyond the first 3 is spent. If	
Combat	3	failed, this model Stones Ranged At	Vent[A]s and ttack. If this h	is then remo appens duriv	ved as a casualty. All mode 19 a combat it ends immedia	ls under the clo	no) stamma beyono the first 3 is spent. If nd when it is placed are hit with a 2 Combat ws are landed by either side.	
Support	1	Very Tough* [S]: I	Re-roll a faile	ed Toughness	save.	-	-	
Save	3+							
CR	0.5"	Move O"	R <i>g</i> e 12"	CS 2	Gииs Ferocity <sup>•</sup> : Cast one addit			
Stamina	6	0	12	2	Long Range <sup>•</sup> (6): Increase Quick Shot*: Make an ad			
<b>KOR</b>	Heavy Deraks	KalMalog	g With	I	Elite - Me	banical	DELGON CORE	Cost 50
Movement	3"	Fuel [T]: This mo	del does not re	ecover Stami	el with the Cadre[L] ability. na during the End Phase. nay, only, be used after this r	nodel bas perfo	rmed a Basic Movement.	
Combat	3	failed, this model	Vent[A]s and	is then remo	ved as a casualty. All mode	ls under the clo	ach Stamina beyond the first 3 is spent. If ид when it is placed are bit with a 2 Combat ws are landed by either side.	AL
Support	1	Very Tough* [S]: I	Re-roll a faile	ed Toughness	save.			
Save	3+	Move	Rge	CS	Guns			
CR	0.5"	O"	100	2	Long Range* (6): Increase		ins attack by 6". 1e additional Combat Stone.	
Stamina	6				Powerful: Any blows tha Shatter: This attack igno		1 this model must be saved with a -1 modifier. T] ability.	
<b>K</b>	Heavy Gushra	KalMalog ks	9 With	I	Elite - Me	chanical	DELGON CORE	Cost 50
Movement	3"	Fuel [T]: This mo Sprint* (3) [A]: Mo	del does not re ove up to 3". "	ecover Stami This ability n	el with the Cadre[L] ability. na during the End Phase. nay only be used after this r	nodel bas perfo	rmed a Basic Movement.	
Combat	3	failed, this model	Vent[A]s and	is then remo	ved as a casualty. All mode	ls under the clo	nch Stamina beyond the first 3 is spent. If ид when it is placed are bit with a 2 Combat ws are landed by either side.	14
Support	1	Very Tough [S]: ]						
Save	3+	Move	Rge	CS	Gusbrak			
CR	0.5"	Ο"	blast	3	targeted by this attack.		dditional Combat Stone against all models t Template, its short end must touch an	
Stamina	6				existing Blast Template. Quick Shot*: Make an ad			

	KalDrew	าลท		Troop	DELGON CORE	Cost 2.O
"Elíte but <i>heads</i> tre	ong bodyguards"					20
Movement	6"	their place. If it is failed then	1 this model is r		ness save, this model may make the save in	
Combat	2	Defender [S]: If an adjacent to engage the Enemy model,	Friendly model but must main	becomes Engaged during the Activation Phy tain contact with the Friendly model at all activated and an adjacent Friendly Elite or	ase then this model may immediately move times during the movement.	
Support	2	activated for free.	U	ccompany a model with the Protected[T] ab		
Save	5+					
CR	0.5"					
	KalDrow	1.71		Тгоор	DELGON CORE	Cost 15
"Stalnvart and r	elíable boðyguarðs"					15
Movement	6"	their place. If it is failed then	1 this model is r	e or Civilian model is about to take a Tough removed as a casualty. becomes Engaged during the Activation Ph	, , , , , , , , , , , , , , , , , , , ,	
Combat	2	to engage the Enemy model, Initiative [S]: If this model he	but must main	tain contact with the Friendly model at all activated and an adjacent Friendly Elite or	times during the movement.	
Support	1	activated for free. Rare [T]: This model can onl	y be taken to a	ccompany a model with the Protected[T] ab	ility.	
Save	4+					
CR	0.5"					
"Devastatingly	KalDru ffative!"			Mechanical - Troop	DELGON CORE	Cost 20
Movement	6"					
Combat	1					
Support	0					
Save	5+					
CR	0.5"	Move Rge	CS	Light Derak		
		3" blast	3		Stone for the first target of this attack if it is	
1	KalDruK	Lar		Mechanical - Troop	DELGON CORE	Cost
"Unnviel <del>o</del> y, but o	eadly at long range!	eq.				30
Movement	6"					
Combat	1					
Support	0					(Interior)
Save	5+				i	
CR	0.5"	Move Rge	CS	Derakar		
		O" 12"	$\mathbf{c}_{\mathbf{c}}$	Long Range <sup>*</sup> (4): Increase the range of th	•	

	KalGarki	i	Troop	DELGON CORE	Cost
"Inexperienced bu	t unquestíoníng ín th	úr loyalty"			10
Movement	6"				
Combat	2				
Support	1				RR
Save	5+			(	
CR	0.5"				
	KalGush		Mechanical - Troop	DELGON CORE	Cost
				DELGONCORE	30
"Ceared by frient		Gasmask [T]: This model is immune to effects car	used by Cloud Templates.		
Movement	0	Persistent [T]: Do not remove this model when di Safety Valve (3) [T]: If this model has 3 Stamina n Vent* [A]: Place a 3 inches Cloud Template over t	vhen a Combat Counter is drawn then	it immediately uses the Vent[A] ability.	
Combat		model loses one Combat Stone and one Support St			2
Support	Ο				and the second s
Save	5+	Move Rge CS G	ushrak		
CR	Ο"	o" blast o Foo		Ditional Combat Stone against all models	
Stamina	3	W		emplate adjacent to the first when selecting can be targeted once by this attack.	
1	KalJoran		Тгоор	DELGON CORE	Cost 15
"Ferocíous shock	troopers who lead th	د دېمېټود Charge (۱) [A]: Fight a combat against an adjaceni	Fueuro immediatelo after this model	has morial using its Basic Moriamont This	)
Movement	6"	model may not benefit from Support but casts 1 a Cautiously.	เддіtional Combat Stone. This ability ท	nay not be used if this model had to Move	
Combat		Defensive Line [C]: During any combat while adj Oran then each success cancels two opposing Bra		Defensive Line[C], if all successful casts are	
Support	1				
Save	5+				
CR	0.5"				
1 Michiel	KalMalo	7	Elite - Mechanical	DELGON CORE	Cost
"Traunkur all	beneath their metal he	, ,			50
1 0	, , , ,	Assassinate* [A]: Fight a combat against an adjace Cadre (1) [L]: Activate up to 1 Friendly model wit		enefit from Support.	
Movement Combat	0	Combat Trained (2) [C]: Recast up to 2 failed Cor Fuel [T]: This model does not recover Stamina du	nbat Stones. Can be used once per com ring the End Phase.	ıbat.	
Support	)	Overdrive" [C]: Use before combat. Cast one add Sprint" (4) [A]: Move up to 4". This ability may o Stamina Limit (3) [T]: This model may never use	only be used after this model has perfor		LANG-
	_				
Save	4+			•	
CR	6"				
Stamina	6				

<b>NOT</b>	KalMalo	g Veteran	Elite - Mechanical	DELGON CORE	Cost
"Trampling all	beneath their metal h	100ves!"			75
Movement	8"	Assassinate <sup>•</sup> [A]: Fight a combat against an a Cadre (1) [L]: Activate up to 1 Friendly mode Combat Trained (2) [C]: Recast up to 2 faile Ferocity <sup>•</sup> [C]: Cast one additional Combat St	l with the Cadrell Lability.		
Combat	3	Fuel [T]: This model does not recover Stamin Sprint* (4) [A]: Move up to 4". This ability p	1a during the End Phase. nav only be used after this model has perfo	rmed a Basic Movement.	
Support	1	Stamina Limit (4) [T]: This model may neve	r use more than 4 Stamina during one Tur	и.	
Save	4+				
CR	6"				
Stamina	6				
	Mounted	) NuraSen	Elite	DELGON CORE	Cost
"All must bon t	to the Enarii!"				50
Movement	8"	Authority (4) [L]: Activate up to 4 Friendly up to four Friendly Troops, who may not us Protected (4) [T]: This model may be accomp	e ann further Leadership abilities.	) by this model may immediately activate	
Combat	1				<u>_</u>
Support	1				
Save	5+				
CR	6"			,	
	,				
1. Maria	NuraFel	111	Troop	DELGON CORE	Cost 15
Movement	NuraFel	IN Initiative [S]: If this model has not already a activated for free. Smelling Salts' [S]: A Friendly model in base	ctivated and an adjacent Friendly Elite or o	Civilian is activated this model may be	
Movement Combat		Initiative (S): If this model has not already a activated for free.	ctivated and an adjacent Friendly Elite or o	Civilian is activated this model may be	
	6"	Initiative (S): If this model has not already a activated for free.	ctivated and an adjacent Friendly Elite or o	Civilian is activated this model may be	
Combat	6" 1	Initiative (S): If this model has not already a activated for free.	ctivated and an adjacent Friendly Elite or o	Civilian is activated this model may be	
Combat Support	6" 1 O	Initiative (S): If this model has not already a activated for free.	ctivated and an adjacent Friendly Elite or o	Civilian is activated this model may be	
Combat Support Save	6" 1 0 5+ 0.5"	Initiative [S]: If this model has not already a activated for free. Smelling Salts' [S]: A Friendly model in base	ctivated and an adjacent Friendly Elite or o	Civilian is activated this model may be ness save may re-roll it.	
Combat Support Save CR	6" 1 0 5+ 0.5" NuraKir	Initiative [S]: If this model has not already a activated for free. Smelling Salts' [S]: A Friendly model in base	ctivated and an adjacent Friendly Elite or o	Civilian is activated this model may be	15
Combat Support Save	6" 1 0 5+ 0.5" NuraKir	Initiative [S]: If this model has not already a activated for free. Smelling Salts' [S]: A Friendly model in base Muthority [2] [L]: Activate up to 2 Friendly up to four Friendly Troops, who may not us	ctivated and an adjacent Friendly Elite or o contact with this model that fails its Tough Elite Troops or Civilians. Any Troops activated e any further Leadership abilities.	Civilian is activated this model may be ness save may re-roll it. DELGON CORE	15 Cost
Combat Support Save CR	6" 1 0 5+ 0.5" NuraKir	Initiative [S]: If this model has not already a activated for free. Smelling Salts' [S]: A Friendly model in base " Authority [2] [L]: Activate up to 2 Friendly	ctivated and an adjacent Friendly Elite or o contact with this model that fails its Tough Elite Troops or Civilians. Any Troops activated e any further Leadership abilities.	Civilian is activated this model may be ness save may re-roll it. DELGON CORE	15 Cost
Combat Support Save CR	6" 1 0 5+ 0.5" NuraKir 6"	Initiative [S]: If this model has not already a activated for free. Smelling Salts' [S]: A Friendly model in base Muthority [2] [L]: Activate up to 2 Friendly up to four Friendly Troops, who may not us	ctivated and an adjacent Friendly Elite or o contact with this model that fails its Tough Elite Troops or Civilians. Any Troops activated e any further Leadership abilities.	Civilian is activated this model may be ness save may re-roll it. DELGON CORE	15 Cost
Combat Support Save CR (Cor the Goose!" Movement Combat	6" 1 0 5+ 0.5" NuraKir 6" 1	Initiative [S]: If this model has not already a activated for free. Smelling Salts' [S]: A Friendly model in base Muthority [2] [L]: Activate up to 2 Friendly up to four Friendly Troops, who may not us	ctivated and an adjacent Friendly Elite or o contact with this model that fails its Tough Elite Troops or Civilians. Any Troops activated e any further Leadership abilities.	Civilian is activated this model may be ness save may re-roll it. DELGON CORE	15 Cost

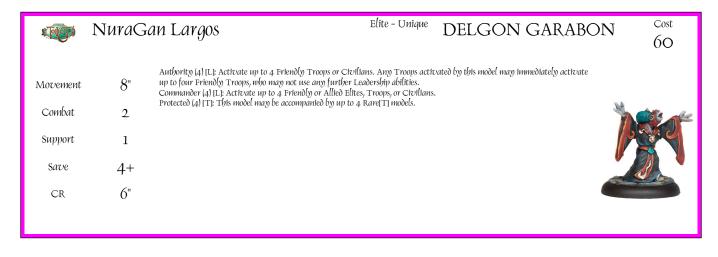
s electric	NuraKir	a Obal	Elite - Unique	DELGON CORE	Cost 30
"I aim only to l	rring peace to these la				)0
Movement	6"	Authority (2) [L]: Activate up to 2 Friendly Tr up to four Friendly Troops, who may not use a Diplomat [Empire] [T]: This model may be take	ny further Leadership abilities. 1 as Allies in a force from the Empire Cul		
Combat	1	Friendly Troops and/or Elites. These models co Protected (2) [T]: This model may be accompan			
Support	1			•	
Save	6+				
CR	6"				Address:
1 Des	NuraLeh	ท	Troop	DELGON CORE	Cost 15
"The young Acc	olytes lead from the f				1)
Movement	6"	Authority (1) [L]: Activate up to 1 Friendly Tro four Friendly Troops, who may not use any fu	pp or Civilian. Any Troop activated by t ther Leadership abilities.	his model may immediately activate up to	
Combat	1				6 <b>3</b> 5
Support	1				All and a second
Save	6+				
CR	6"				
	NuraSen	1	Elite	DELGON CORE	Cost
"All must bon t	to the Enarii!"				40
Movement	6"	Authority (4) [L]: Activate up to 4 Friendly Tr up to four Friendly Troops, who may not use a Protected (4) [T]: This model may be accompan	ny further Leadership abilities.	by this model may immediately activate	
Combat	1				-
Support	1				
Save	6+				
CR	6"				
	NuraSen	Gobral	Elite - Unique	DELGON CORE	Cost
"Possessed of a s	sharp but callous mir				60
Movement	6"	Authority (4) [L]: Activate up to 4 Friendly Tr up to four Friendly Troops, who may not use a Protected (4) [T]: This model may be accompan	ny further Leadership abilities.	by this model may immediately activate	
Combat	1	Tactician <sup>**</sup> [S]: Use immediately after an Actiz This ability costs two Stamina to use.		it to the bag and draw another counter.	
Support	1				
Save	6+				
CR	6"				
Stamina	2				

	NuraSen	Plutom	Elite - Unique	DELGON CORE	Cost 60
Movement Combat	6"	Authority (4) [L]: Activate up to 4 Friendly Troops or Civil up to four Friendly Troops, who may not use any further L Protected (4) [T]: This model may be accompanied by up to 2 Refuel' (3) [A]: An adjacent model with the Fuel[T] ability m Tune Up [A]: An adjacent Mechanical model may immediat	eadership abilities. 4 Rare[T] models. ay immediately replenish up t		
Support	1				
Save	5+				1 days
CR	6"				······································
Stamina	2				
	NuraTia	Obal	Elite - Unique	DELGON CORE	Cost 60
Movement Combat	6"	Authority (4) [L]: Activate up to 4 Friendly Troops or Civil up to four Friendly Troops, who may not use any further L Diplomat (Empire) [T]: This model may be taken as Allies in Friendly Troops and/or Elites. These models count as an Al	eadership abilities. a force from the Empire Cult lies.	ure, accompanied by up to 100 points of	
Combat		Influential (2) [S]: This model has 2 Coins which may be used gain access to fubarnii models that would not normally be a model. The models cost their normal points, but are treated	vailable. One Coin allows you	1 to recruit either two Troop or one Elite	
Support	1	During the game you may spend any remaining Coins as fo Counter is drawn to choose which model they will activate.	ollows: • Bribery: Spend one Co	in when an opponent's Activation	
Save	6+	three fubarnii models within Command Range gain one Star Protected (2) [T]: This model may be accompanied by up to 2	mina.		
CR	6"				

	elzon	- Dehran	
1 MORE	Dehran	Enarii - Unique DELGON DEHRAN	Cost 12.0
"Che 500 of the Movement	Dhozu normads" 10"	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	
Combat	5	Impetations [1], 1 by mode any activates when your first initiative Counter is or any easy 1 and 1 by is is in addition to objer models you select to activate. Pomerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.	
Support	0	Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.	
Save	3+	Very Tough IS: Re-roll a failed Toughness save.	
CR	12"		
Stamina	5		
	KalDebra	an Troop DELGON DEHRAN	Cost
"Loyal follower	,		20
Movement	6"	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Loyalty (Debran) [T]: Select a Friendly Debran 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.	
Combat	2	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.	-
Support	2	Retinue (Debran) [T]: This model starts with one Stamina if deployed within 3 inches of Debran. While within 3 inches of Debran this model gains one Stamina during the End Phase. Sprint' (4) [A]: Moze up to 4". This ability may only be used after this model has performed a Basic Mozement.	a sup
Save	5+		
CR	0.5"		
Stamina	Special		
	NuraSen	Todahlin Elite - Unique DELGON DEHRAN	Cost 50
Movement	8"	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.	
Combat	2	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.	<u>Š</u>
Support	1	Very Tough [5]: Re-roll a failed Toughness save.	
Save	4+		
CR	6"		
Stamina	1		

	elsor	n - Eldeyn			
1	Eldeyn 7	Гhe Gardener	Enarii - Unique	DELGON ELDEYN	Cost 80
Movement	10"	Commander (4) [L]: Activate up to 4 Frien Critical [T]: If this model is killed then the s Powerful [C]: Any blows that are landed by	side with this model in cannot achieve a vi 9 this model must be saved with a -1 modi	fier.	
Combat	4	Unstoppable [T]: This model moves at full Very Tough [S]: Re-roll a failed Toughness	rate even if forced to Move Cautiously, a	and may move through Small Enemy models.	A
Support	0				
Save	3+			9	
CR	12"				
Stamina	5				

Delgon - Garabon



Delgon - Malog

1 Maria	Malog	Enarii - Mechanical - Unique DELGON MALOG Cost 150
Movement	12"	Cadre (4) [L]: Activate up to 4 Friendly models with the Cadre[L] ability. 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. Ferocity [C]: Cast one additional Combat Stone.
Combat Support	6 0	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.
Save	3+	
CR	12"	
Stamina	6	

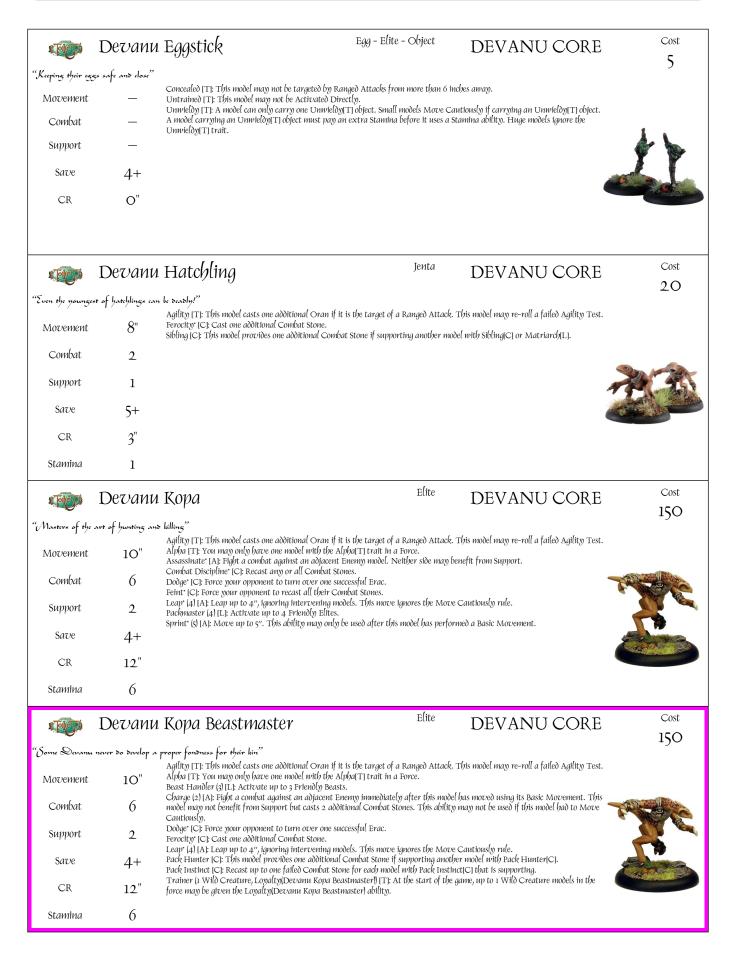
	elzov	n - Roban
	Roban	Enarii - Unique DELGON ROBAN Cost 200
"Seething with h	atred for the devay	<i>))</i> IA
Movement	10"	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Critical [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.
Combat	5	Comparty Blow ICF Use before combat. Cast one less Combat scone in combat. Any successful a lear 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 Cautious[y, and may move through Small Enemy models.
Support	0	Very Tough [S]: Re-roll a failed Toughness save.
Save	3+	
CR	12"	A second s
Stamina	5	





	Arak Ka	Itain	Elite - Unique	DEVANU ARAK	Cost 200
"I shall kill one e	of their gods!"				
Movement	10"	Agility [T]: This model casts one additional Oran if it is the Alpha [T]: You may only have one model with the Alpha[ Assassinate [A]: Fight a combat against an adjacent Enem Combat Discipline' [O]: Recast any or all Combat Stones.	Γ] trait in a Force.		
Combat	6	Commander (4) [L]: Activate up to 4 Friendly or Allied Eli			7.00
Support	0	Momentum [S]: Gain one Stamina and move up to 2 inche Very Tough [S]: Re-roll a failed Toughness save.	es if this model destroys and	ther model.	
Save	4+				And the second s
CR	12"				
Stamina	6				



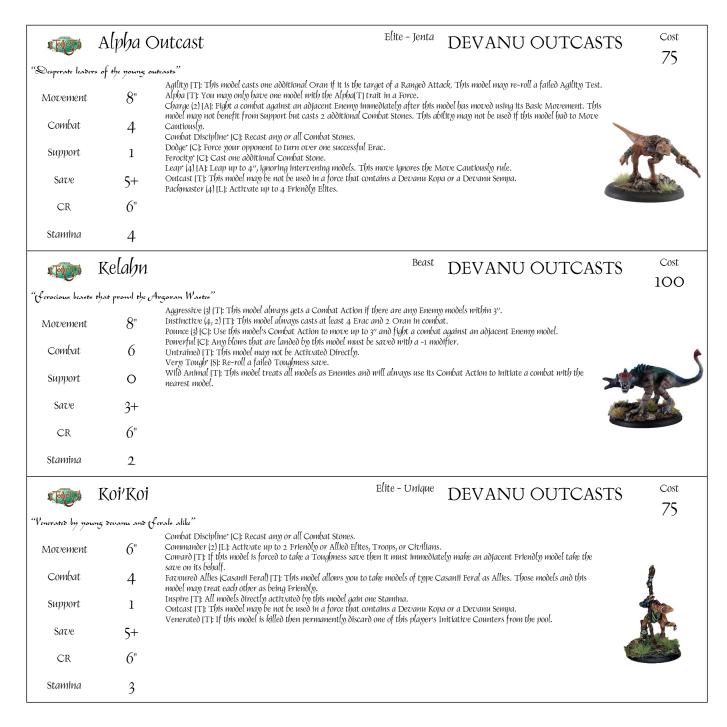


1 Des	Devanu	Kopa Ranger	Elite	DEVANU CORE	Cost 150			
"Masters of the	art of hunting and	· · · · · · · · · · · · · · · · · · ·			190			
Movement	10"	Agility [T]: This model casts one additional Oran if it is the tar. Alpha [T]: You may only have one model with the Alpha[T] tra Assassinate: [A]: Fight a combat against an adjacent Enemy mo						
Combat	6	Combat Discipline <sup>*</sup> [C]: Recast any or all Combat Stones. Dodge <sup>*</sup> [C]: Force your opponent to turn over one successful En Feint <sup>*</sup> [C]: Force your opponent to recast all their Combat Ston	RESE					
Support	2	Leap' (4) (A): Leap up to 4", ignoring intervening models. This Packmaster (4) [L]: Activate up to 4 Friendly Elites. Sprint* (5) [A]: Moze up to 5". This ability may only be used aft						
Save	4+	sprint (5) [A, NUCCE NP to 5 . 19)8 doning may only be used all						
CR	12"							
Stamina	6							
	Devanu	Kopa Ravager	Elite	DEVANU CORE	Cost 150			
"Masters of the	art of hunting and		t.		190			
Movement	10"	Alpha [T]: You may only have one model with the Alpha[T] tra	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Alpha [T]: You may only have one model with the Alpha[T] trait in a Force. Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This					
Combat	6	Cautiously. Combat Discipline* [C]: Recast any or all Combat Stones.	noat stone. This ability w	ary not be used if this model had to Mode	A A A A A A A A A A A A A A A A A A A			
Support	2	Dodge' [C]: Force your opponent to turn over one successful En Packmaster (4) [L]: Activate up to 4 Friendly Elites. Pounce (3) [C]: Use this model's Combat Action to move up to 3'		nst an adiacent Enemy model.				
Save	4+	Sprint' (5) [A]: Move up to 5". This ability may only be used aft Unstoppable [T]: This model moves at full rate even if forced t	ter this model has perforv	ned a Basic Movement.	CBO			
CR	12"							
Stamina	6							
	Devanu	Kopa Warmonger	Elite	DEVANU CORE	Cost 150			
"Masters of the	Devanu art of hunting and	killing"			Cost 150			
"Masters of the Movement		killing" Agility [T]: This model casts one additional Oran if it is the tar, Alpha [T]: You may only have one model with the Alpha[T] tra Assassinate [A]: Fight a combat against an adjacent Enemy mo	get of a Ranged Attack. T ait in a Force.	This model may re-roll a failed Agility Test.				
	art of hunting and	kiling" Agility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only have one model with the Alpha[T] tra Assassinate [A]: Fight a combat against an adjacent Brienny me Combat Discipline [C]: Recast any or all Combat Stones. Packmaster [4] [L]: Activate up to 4 Friendly Elites.	get of a Ranged Attack. " ait in a Force. odel. Neither side may be	This model may re-roll a failed Agility Test. nefit from Support.				
Movement	art of hunting and 8"	killing" Agility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bare one model with the Alpha[T] tr Assassinate [A]: Fight a combat against an adjacent Enemy me Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint' (4) [A]: More up to 4". This ability may only be used a Unstoppable [T]: This model mores at full rate even if force t	get of a Ranged Attack. " ait in a Force. odel. Neither side may be sacved with a -1 modifier fter this model has perfor	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement.				
Movement Combat	art of hunting and 8" 6	kiling" Agility [T]: This model casts one additional Oran if it is the tar. Alpha [T]: You may only have one model with the Alpha[T] tra Assassinate" [A]: Fight a combat against an adjacent Enemy mo Combat Discipline" [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint" (4) [A]: Move up to 4". This ability may only be used a	get of a Ranged Attack. " ait in a Force. odel. Neither side may be sacved with a -1 modifier fter this model has perfor	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement.				
Movement Combat Support	art of funting and 8" 6 2 4+ 12"	killing" Agility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bare one model with the Alpha[T] tr Assassinate [A]: Fight a combat against an adjacent Enemy me Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint' (4) [A]: More up to 4". This ability may only be used a Unstoppable [T]: This model mores at full rate even if force t	get of a Ranged Attack. " ait in a Force. odel. Neither side may be sacved with a -1 modifier fter this model has perfor	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement.				
Movement Combat Support Save	art of hunting and 8" 6 2 4+	killing" Agility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bare one model with the Alpha[T] tr Assassinate [A]: Fight a combat against an adjacent Enemy me Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint' (4) [A]: More up to 4". This ability may only be used a Unstoppable [T]: This model mores at full rate even if force t	get of a Ranged Attack. " ait in a Force. odel. Neither side may be sacved with a -1 modifier fter this model has perfor	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement.				
Movement Combat Support Save CR	art of funting and 8" 6 2 4+ 12" 6	killing" Agility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bare one model with the Alpha[T] tr Assassinate [A]: Fight a combat against an adjacent Enemy me Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint' (4) [A]: More up to 4". This ability may only be used a Unstoppable [T]: This model mores at full rate even if force t	get of a Ranged Attack. " ait in a Force. odel. Neither side may be sacved with a -1 modifier fter this model has perfor	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement.	150 Tool			
Movement Combat Support Save CR Stamina	art of funting and 8" 6 2 4+ 12" 6	kiling" Agility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bare one model with the Alpha[T] tra Assassinate: [A]: Fight a combat against an adjacent Enemy mu Combat Discipline' [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Pomerful [C]: Any blows that are landed by this model must be Sprint' (4) [A]: Move up to 4". This ability may only be used a Unstoppable [T]: This model moves at full rate even if forced t Very Tough' [S]: Re-roll a failed Toughness save.	get of a Ranged Attack. " ait in a Force. odel. Neither side may be saved with a -1 modifier fter this model has perfor o Move Cautionsly, and Elite	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement. may move through Small Enemy models. DEVANU CORE	150			
Movement Combat Support Save CR Stamina	ант of hunting and 8" 6 2 4+ 12" 6 Devanu	kiling" Aqility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bave one model with the Alpha[T] tr Assassinate [A]: Fight a combat against an adjacent Enemy mu Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint" (4) [A]: Move up to 4". This ability may only be used a Unstoppade [T]: This model moves at full rate even if forced t Very Tough [S]: Re-roll a failed Toughness sare.	get of a Ranged Attack. " ait in a Force. odel. Neither side may be saved with a -1 modifier fter this model has perfor o Move Cautiously, and Elite Elite get of a Ranged Attack. " odel. Neither side may be	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement. may move through Small Enemy models. <b>DEVANU CORE</b> This model may re-roll a failed Agility Test.	150 Tool			
Movement Combat Support Save CR Stamina	art of funting and 8" 6 2 4+ 12" 6 Devanu * of their young"	killing." Agility [T]: This model casts one additional Oran if it is the tar, Alpha [T]: You may only baze one model with the Alpha[T] tra Assassinate [A]: Fight a combat against an adjacent Enemy me Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint: (4) [A]: Move up to 4". This ability may only be used a Unstoppable [T]: This model moves at full rate even if forced to Very Tough" [S]: Re-roll a failed Toughness save. Mattrianch Agility [T]: This model casts one additional Oran if it is the tar Assassinate' [A]: Fight a combat against an adjacent Enemy me Combat Discipline' [C]: Recast any or all Combat Stones. Dodge' [C]: Force your opponent to turn over one successful En Feint [C]: Force your opponent to recast all their Combat Stones.	get of a Ranged Attack. " ait in a Force. odel. Neither side may be saved with a -1 modifier fter this model has perfor o Move Cautiously, and Elite get of a Ranged Attack. " odel. Neither side may be rac. es.	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement. may move through Small Enemy models. <b>DEVANU CORE</b> This model may re-roll a failed Agility Test. nefit from Support.	150 Tool			
Movement Combat Support Save CR Stamina CR Stamina	art of funting and 8" 6 2 4+ 12" 6 Devanu 2e of their young" 10"	kiling" Aqility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bare one model with the Alpha[T] tra Assassinate [A]: Fight a combat against an adjacent Enemy mu Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint" (4) [A]: More up to 4". This ability may only be used a Unstoppable [T]: This model mores at full rate even if forced t Very Tough" [S]: Re-roll a failed Toughness save. Mattrianch Agility [T]: This model casts one additional Oran if it is the tar Assassinate" [A]: Fight a combat against an adjacent Enemy mu Combat Discipline" [C]: Recast any or all Combat Stones. Dodge" [C]: Force your opponent to turn over one successful En	get of a Ranged Attack. " ait in a Force. odel. Neither side may be saved with a -1 modifier fter this model has perfor o Move Cautiously, and Elite get of a Ranged Attack. " odel. Neither side may be rac. es. ("Combat Stone if there at	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement. may move through Small Enemy models. <b>DEVANU CORE</b> This model may re-roll a failed Agility Test. nefit from Support. re any Friendly Eggs within 12 inches.	150 Tool			
Movement Combat Support Save CR Stamina "Gieredy protection Movement Combat	art of funting and 8" 6 2 4+ 12" 6 Devanu 2e of their young" 10" 5	kiling" Aqility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bave one model with the Alpha[T] tr Assassinate [A]: Fight a combat against an adjacent Enemy mu Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint" (4) [A]: Move up to 4". This ability may only be used a Unstoppade [T]: This model moves at full rate even if forced t Very Tought [S]: Re-roll a failed Toughness sare.	get of a Ranged Attack. " ait in a Force. odel. Neither side may be saved with a -1 modifier fter this model has perfor o Move Cautiously, and Elite get of a Ranged Attack. " odel. Neither side may be rac. es. ("Combat Stone if there at	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement. may move through Small Enemy models. <b>DEVANU CORE</b> This model may re-roll a failed Agility Test. nefit from Support. re any Friendly Eggs within 12 inches.	150 Tool			
Movement Combat Support Save CR Stamina CR Stamina "Ciercedy protection Movement Combat Support	art of funting and 8" 6 2 4+ 12" 6 Devanu re of their young" 10" 5 2	kiling" Aqility [T]: This model casts one additional Oran if it is the tar Alpha [T]: You may only bave one model with the Alpha[T] tr Assassinate [A]: Fight a combat against an adjacent Enemy mu Combat Discipline [C]: Recast any or all Combat Stones. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Powerful [C]: Any blows that are landed by this model must be Sprint" (4) [A]: Move up to 4". This ability may only be used a Unstoppade [T]: This model moves at full rate even if forced t Very Tought [S]: Re-roll a failed Toughness sare.	get of a Ranged Attack. " ait in a Force. odel. Neither side may be saved with a -1 modifier fter this model has perfor o Move Cautiously, and Elite get of a Ranged Attack. " odel. Neither side may be rac. es. ("Combat Stone if there at	This model may re-roll a failed Agility Test. nefit from Support. med a Basic Movement. may move through Small Enemy models. <b>DEVANU CORE</b> This model may re-roll a failed Agility Test. nefit from Support. re any Friendly Eggs within 12 inches.	150 Tool			

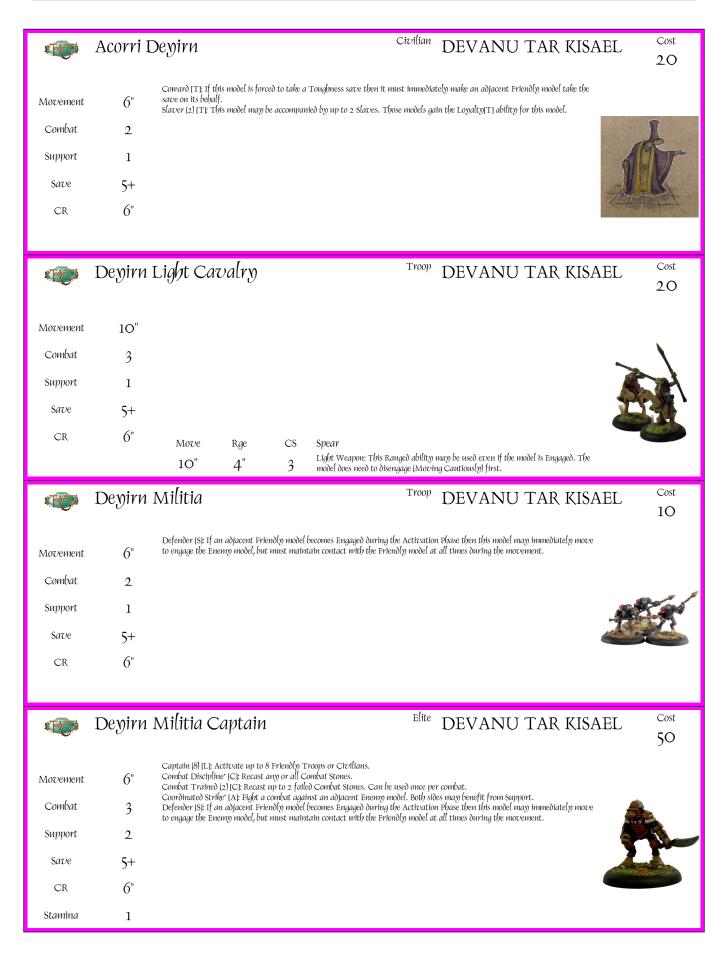
	Devanu	Sempa	Elite	DEVANU CORE	Cost 100
"Lollonving their	Kopa with absolu	te trust"			100
Movement	10"	Agility [T]: This model casts one additional Oran if it is the target of a Assassinate' [A]: Fight a combat against an adjacent Enemy model. Nei Beast Handler [2] [L]: Activate up to 2 Friendly Beasts.	Ranged Attack. T ither side may be	This model may re-roll a failed Agility Test. nefit from Support.	
Combat	5	Combat Discipline <sup>*</sup> [C]: Recast any or all Combat Stones. Dodge <sup>*</sup> [C]: Force your opponent to turn over one successful Erac.			
Support	2	Feint <sup>*</sup> [C]: Force your opponent to recast all their Combat Stones. Sprint <sup>*</sup> (5) [A]: Move up to 5". This ability may only be used after this r	ned a Basic Movement.		
Save	4+				
CR	12"				
Stamina	5				
<b>NOT</b>	Grishak		Beast	DEVANU CORE	Cost 25
"Silent and deadly	y hunters"				
Movement	10"	Charge (2) [A]: Fight a combat against an adjacent Enemy immediately model may not benefit from Support but casts 2 additional Combat Sto Cautiously.			
Combat	2	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 s Savage [C]: If all successful casts are Erac then any blows landed on th			an hi i k
Support	1		v		<b>M</b>
Save	4+				
CR	3"				
	Grisbak	Jenta	Beast	DEVANU CORE	Cost 15
"Che vicious you	ngsters are still dav				
"The vicious you Movement	ngsters are still dan 10"	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 s Untrained [T]: This model may not be Activated Directly.	upporting anothe	r model with Pack Hunter[C].	
/ /	c	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 si	upporting anothe	r model with Pack Hunter[C].	2
Movement	10"	Pack [1] [L]: Activate up to 1 Frienolly model with the Pack[L] ability. Pack Hunter [C]: This model provides one additional Combat Stone if si	upporting anothe	r model with Pack Hunter[C].	
Movement Combat	10" 2	Pack [1] [L]: Activate up to 1 Frienolly model with the Pack[L] ability. Pack Hunter [C]: This model provides one additional Combat Stone if si	upporting anothe	r model with Pack Hunter(C).	
Movement Combat Support	10" 2 1	Pack [1] [L]: Activate up to 1 Frienolly model with the Pack[L] ability. Pack Hunter [C]: This model provides one additional Combat Stone if si	upporting anothe	r model with Pack Hunter(C).	
Movement Combat Support Save	10" 2 1 5+	Pack [1] [L]: Activate up to 1 Frienolly model with the Pack[L] ability. Pack Hunter [C]: This model provides one additional Combat Stone if si	upporting anothe	r model with Pack Hunter[C].	
Movement Combat Support Save	10" 2 1 5+	Pack [1] [L]: Activate up to 1 Frienoly model with the Pack[L] ability. Pack Hunter [C]: This model provides one additional Combat Stone if su Untrained [T]: This model may not be Activated Directly.	upporting anothe st - Elite	r model with Pack Hunter[C].	Cost
Movement Combat Support Save	10" 2 1 5+ 1" Grisbak	Pack [1] [L]: Activate up to 1 Frienoly model with the Pack[L] ability. Pack Hunter [C]: This model provides one additional Combat Stone if su Untrained [T]: This model may not be Activated Directly.			Cost 50
Movement Combat Support Save CR	10" 2 1 5+ 1" Grisbak	Pack [1] [L]: Activate up to 1 Frienoly model with the Pack[L] ability. Pack Hunter [C]: This model provides one additional Combat Stone if su Untrained [T]: This model may not be Activated Directly.	st - Elite after this model	DEVANU CORE bas moved using its Basic Movement. This	
Movement Combat Support Save CR CR	10" 2 1 5+ 1" Grisbak vville beastet" 10"	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 su Untrained [T]: This model may not be Activated Directly. Beas Charge (2) [A]: Fight a combat against an adjacent Enemy immediately model may not benefit from Support but casts 2 additional Combat Sto Cautionsly. Grishak Trainer (2, Pack Instinct) [T]: At the start of the game, up to 2 ability.	st - Elite after this model nes. This ability	DEVANU CORE bas moved using its Basic Movement. This may not be used if this model bad to Move	
Movement Combat Support Save CR CR "Hulking and te Movement	10" 2 1 5+ 1" Grisbak	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 su Untrained [T]: This model may not be Activated Directly.         Beas         Charge (2) [A]: Fight a combat against an adjacent Enemy immediately model may not benefit from Support but casts 2 additional Combat Store Store (2) [A]: Fight a combat against an adjacent Enemy immediately model may not benefit from Support but casts 2 additional Combat Store Store (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.         Pack (1) [L]: Activate up to 2 Friendly models with the Pack[L] ability.         Pack (1) [L]: Activate up to 2 Friendly models with the Pack[L] ability.         Pack [L] [L]: Activate up to 2 Friendly models with the Pack[L] ability.         Pack Hunter [C]: This model provides one additional Combat Store if support further additional Combat Store if support for the pack[L] ability.	st – Elite after this model nes. This ability . Grishaks in the upporting anothe with Pack Instin	DEVANU CORE has moved using its Basic Movement. This may not be used if this model had to Move force may be given the Pack Instinct er model with Pack Hunter[C]. :1(C] that is supporting.	
Movement Combat Support Save CR CR "Hulking and te Movement Combat	10" 2 1 5+ 1" Grisbak vvible benetet" 10" 3	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 su Untrained [T]: This model may not be Activated Directly.         Beas         Charge [2] [A]: Fight a combat against an adjacent Enemy immediately model may not benefit from Support but casts 2 additional Combat Sto Cautiously.         Grishak Trainer [2, Pack Instinct] [T]: At the start of the game, up to 2 bility.         Pack [2] [L]: Activate up to 2 Friendly models with the Pack[L] ability.	st – Elite after this model nes. This ability . Grishaks in the upporting anothe with Pack Instin	DEVANU CORE has moved using its Basic Movement. This may not be used if this model had to Move force may be given the Pack Instinct er model with Pack Hunter[C]. :1(C] that is supporting.	
Movement Combat Support Save CR "Hulking and te Movement Combat Support	10" 2 1 5+ 1" Grisbak vvible benetet" 10" 3 1	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 su Untrained [T]: This model may not be Activated Directly.         Ropa         Beas         Charge (2) [A]: Fight a combat against an adjacent Enemy immediately model may not benefit from Support but casts 2 additional Combat Store	st – Elite after this model nes. This ability . Grishaks in the upporting anothe with Pack Instin	DEVANU CORE has moved using its Basic Movement. This may not be used if this model had to Move force may be given the Pack Instinct er model with Pack Hunter[C]. :1(C] that is supporting.	

	Jenta	Handler		Elite	- Jenta	DEVANU CORE	Cost 50
"More at home	with beasts th	an other devanu"					50
Movement	8"	Beast Handler (2) [L] Ferocity* [C]: Cast of	]: Activate up to 2 Fr ne additional Combat	iendly Beasts. Stone.	0	bis model may re-roll a failed Agility Test.	
Combat	4	Leap <sup>•</sup> (4) [A]: Leap u Pack Hunter [C]: Th	p to 4", ignoring inter is model provides one	vening models. This move ign additional Combat Stone if su	ores the Move ( oporting anothe	Cautiously rule. r model with Pack Hunter[C].	in all
Support	1						1 Lac
Save	5+						
CR	6"						
Stamina	3						
	Jenta	Hunter		Elite	- Jenta	DEVANU CORE	Cost 50
"Young devanu ,	who fight clos	e to their siblings"					)0
Movement	8"	Combat Discipline* [ Feint* [C]: Force you	C]: Recast any or all or opponent to recast a	Combat Stones. Ill their Combat Stones.	аnged Attack. Т	bis model may re-roll a failed Agility Test.	
Combat	4	Leap" (4) [A]: Leap u	ne additional Combat p to 4", ignoring inter e this model's Combat	vening models. This move ign	ores the Move ( st an adjacent I	Zautiously rule. Enemy model. Neither side may benefit	As Ba
Support	1	from Support.			,	l with Sibling[C] or Matriarch[L].	
Save	5+						
CR	6"						
Stamina	3						
1 CON	Jenta	Spear		Elite	- Jenta	DEVANU CORE	Cost 50
"Hurling spears	scavenzed fro						2
Movement	8"	Ferocity' [C]: Cast or	ne additional Combat		0	his model may re-roll a failed Agility Test. Zautiously rule.	
Combat	4						Recent
Support	1						No.
Save	5+	Move	Rge CS	Spear	( cast an a))		Les .
CR	6"	8"	8" 2	targeted by this attack. Light Weapon: This Rang	eð ability may b	itional Combat Stone against all models e used even if the model is Engaged. The	
Stamina	3			model does need to disenga Long Range* (4): Increase			
	Kosok				Beast	DEVANU CORE	Cost 25
"Castíng a fearfr	al shadone ove	r their prey"					23
Movement	12"	Charge (2) [A]: Fight model may not benef	a combat against an		fter this model l	els within 3". bas moved using its Basic Movement. This nay not be used if this model had to Move	
Combat	1			) this model cancels two opposi ) move up to 3 inches.	ng Erac.		
Support	3	Flying [T]: This mod forced to Move Cau	el may move over En tiously.	emy models as long as it bas si		ent. It may also move at full rate even if	
Save	6+	Solo [T]: I† this model	l 15 Activated Directly	g then after it has activated yo	ои тау return c	me of your Initiative Counters to the pool.	K
CR	6"						





Devanu - Car Kisael



<b>NO</b>	Deyirn Captair	Mounted 1	) Militi	a	<sup>Elite</sup> DEVANU TAR KISAEL	Cost 60
Movement	10"	Combat Discipli Combat Trained	ine* [C]: Recast ) (2) [C]: Recast	any or all C : up to 2 fail	ed Combat Stones. Can be used once per combat.	
Combat	3	Coordinated Stri Defender [S]: If a	ike' [A]: Fight a an adjacent Fri	. combat aga endly, model	inst an adjacent Enemy model. Both sides may benefit from Support. becomes Engaged during the Activation Phase then this model may immediately move tain contact with the Friendly model at all times during the movement.	
Support	2	w спушуе иле En	umy model du	i musi mam	tant contact to by the effective moves at all times owning the movement.	
Save	5+					
CR	6"					
Stamina	1					
1 Dec	Deyirn	Mounted	) Reyad	)	<sup>Elite</sup> DEVANU TAR KISAEL	Cost 50
Movement	10"	Captain (6) [L]: A Concentrated Fi	Activate up to	6 Friendly I Taraet Mar	Froops or Civilians. rker in Line of Sight at least 4 inches away from any Friendly models. Any Friendly	
Combat	10"	Ranged Attacks the end of the ne	against a mode	el within 2 in	ches of the marker may recast one failed Combat Stone. Remove the Target Marker at	A.S.
Combat Support	3				TAT	
Save	_					A A
	5+				(c)	
CR Stawina	6"	Move	R <i>g</i> e 18"	CS	Staff Sling Accurate: Recast up to one failed Combat Stone for this attack.	
Stamina	1	3"	10	2	Quick Shot": Make an additional Ranged Attack.	
					TIto	Cost
	Deyirn	Reyad			<sup>elite</sup> DEVANU TAR KISAEL	Cost 40
Movement	Deyirn 6"	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks	ire* [A]: Place a against a mode	Target Mar el within 2 ir	Elite DEVANU TAR KISAEL Troops or Civilians. Her in Line of Sight at least 4 inches away from any Friendly models. Any Friendly nches of the marker may recast one failed Combat Stone. Remove the Target Marker at	
Movement Combat	U	Captain (6) [L]: A Concentrated Fi	ire* [A]: Place a against a mode	Target Mar el within 2 ir	Troops or Civilians. Tree in Line of Sldrt at least 4 inches away from any Friendly models. Any Friendly	
	6"	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks	ire* [A]: Place a against a mode	Target Mar el within 2 ir	Troops or Civilians. Tree in Line of Sldrt at least 4 inches away from any Friendly models. Any Friendly	
Combat	6" 3	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks	ire* [A]: Place a against a mode	Target Mar el within 2 ir	Troops or Civilians. Tree in Line of Sldrt at least 4 inches away from any Friendly models. Any Friendly	
Combat Support	6" 3 1	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks	ire* [A]: Place a against a mode	Target Mar el within 2 ir	Troops or Civilians. Tree in Line of Sldrt at least 4 inches away from any Friendly models. Any Friendly	
Combat Support Save	6" 3 1 5+	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne	ire' [A]: Place a against a mode ext Combat Ph	Target Mar el within 2 in ase.	DEVAINO TAR KISAEL Troops or Civilians. Her in Line of Sight at least 4 inches away from any Friendly models. Any Friendly aches of the marker may recast one failed Combat Stone. Remove the Target Marker at	
Combat Support Save CR	6" 3 1 5+ 6"	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne Move <u>3</u> "	ire <sup>,</sup> [A]: Place a against a mode ext Combat Pha Rge	Target Mar el within 2 in ase. CS	Staff Sling Accurate: Recast up to one failed Combat Stone for this attack.	
Combat Support Save CR	6" 3 1 5+ 6" 1	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne Move <u>3</u> "	ire <sup>,</sup> [A]: Place a against a mode ext Combat Pha Rge	Target Mar el within 2 in ase. CS	Croops or Civilians. ther in Line of Sight at least 4 inches away from any Friendly models. Any Friendly acbes of the marker may recast one failed Combat Stone. Remove the Target Marker at Staff Sling Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot:: Make an additional Ranged Attack.	40 Lost
Combat Support Save CR Stamina	6" 3 1 5+ 6" 1 Deyirn	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne Move <u>3</u> "	ire <sup>,</sup> [A]: Place a against a mode ext Combat Pha Rge	Target Mar el within 2 in ase. CS	Croops or Civilians. ther in Line of Sight at least 4 inches away from any Friendly models. Any Friendly acbes of the marker may recast one failed Combat Stone. Remove the Target Marker at Staff Sling Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot:: Make an additional Ranged Attack.	40 Kost
Combat Support Save CR Stamina	6" 3 1 5+ 6" 1 Deyirn 6"	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne Move <u>3</u> "	ire <sup>,</sup> [A]: Place a against a mode ext Combat Pha Rge	Target Mar el within 2 in ase. CS	Croops or Civilians. ther in Line of Sight at least 4 inches away from any Friendly models. Any Friendly acbes of the marker may recast one failed Combat Stone. Remove the Target Marker at Staff Sling Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot:: Make an additional Ranged Attack.	40 Kost
Combat Support Save CR Stamina Movement Combat	6" 3 1 5+ 6" 1 Deyirn 6" 1	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne Move <u>3</u> "	ire <sup>,</sup> [A]: Place a against a mode ext Combat Pha Rge	Target Mar el within 2 in ase. CS	Croops or Civilians. ther in Line of Sight at least 4 inches away from any Friendly models. Any Friendly acbes of the marker may recast one failed Combat Stone. Remove the Target Marker at Staff Sling Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot:: Make an additional Ranged Attack.	40 Kost
Combat Support Save CR Stamina Movement Combat Support	6" 3 1 5+ 6" 1 Deyirn 6" 1 1	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne Move <u>3</u> "	ire <sup>,</sup> [A]: Place a against a mode ext Combat Pha Rge	Target Mai 2 within 2 ii ase. CS 2	DEVAINO TAR RISAEL Froops or Civilians. ther in Line of Sidpt at least 4 inches away from any Friendly models. Any Friendly access of the marker may recast one failed Combat Stone. Remove the Target Marker at Staff Sling Accurate: Recast up to one failed Combat Stone for this attack. Autoc Shot: Make an additional Ranged Attack. Troop DEVANU TAR RISAEL	40 Lost
Combat Support Save CR Stamina Movement Combat Support Save	6" 3 1 5+ 6" 1 Deyirn 6" 1 1 1 6+	Captain (6) [L]: 1 Concentrated Fi Ranged Attacks the end of the ne Move <u>3</u> "	ire <sup>,</sup> [A]: Place a against a mode ext Combat Pha Rge	Target Mar el within 2 in ase. CS	Croops or Civilians. ther in Line of Sight at least 4 inches away from any Friendly models. Any Friendly acbes of the marker may recast one failed Combat Stone. Remove the Target Marker at Staff Sling Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot:: Make an additional Ranged Attack.	40 Lost

1 DO	Fubarnii	Slave Slave DEVANU TAR KISAEL 5
Movement Combat	6" 1	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.
Support	1	
Save	1 6+	
CR	2"	
<b>NOO</b>	Jenta En	slaver Elite - Jenta DEVANU TAR KISAEL 50
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. Leap: (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.
Combat	4	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]
Support	1	ability.
Save	5+	
CR	6"	
Stamina	3	
	Tar-Kisc	nel Elite - Unique DEVANU TAR KISAEL Cost 175
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	6	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.
Support	2	Leap (4) (A): Leap up to 4", ignoring intervening models. This more ignores the More Cautiously rule. Packmaster (4) [L]: Activate up to 4 Friendly Elites. Sprint* (5) [A]: More up to 5". This ability may only be used after this model has performed a Basic Morement.
Save	5+	
CR	12"	
Stamina	6	
	Trisate	Elite DEVANU TAR KISAEL 40
Movement	6"	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 bad to Move
	3	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].
Combat		
Combat Support	1	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
	1 5+	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.
Support		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.







	Dhogu (	Captain		Elite	DHOGU CORE	Cost 40
"We shall thrive	ín these díffícult tí					40
Movement	6"	Captain (6) [L]: Activate Combat Discipline <sup>•</sup> [C]: Combat Trained (1) [C]: Ranger [T]: This proved	Recast any or all Co Recast up to 1 failed	roops or Civilians. mbat Stones. I Combat Stone. Can be used once per combat. icult terrain without Moving Cautiously.		
Combat	3	Kanger [1]. 1918 model	may move over onn	cuit terrain wayout Mooring Cautousty.		)
Support	2					
Save	5+					
CR	6"					
Stamina	1					
	Dhogu S	Spear		Тгоор	DHOGU CORE	Cost 15
"Born to the mo	untaíns"					19
Movement	6"			) Combat Stone. Can be used once per combat. icult terrain mithout Moving Cautiously.		
Combat	2					
Support	1					R.A.
Save	5+					
CR	6"					
	ſ			Тиола		Cast
	Dhogu S	Sprog		Тгоор	DHOGU CORE	Cost 5
Movement	6"	Beast Handler (1) [L]: Ac Evasive [C]: Each succe	ssful Oran cast by t	bis model cancels two opposing Erac.		J
Combat		Ranger [T]: This model	may move over diffi	icult terrain without Moving Cautiously.		
Support	1					
Save	E I					
	5+					
CR	3"					
1 Cores	Dhogu S	Sprog & Sker	rat	Troop	DHOGU CORE	Cost 10
Movement	6"	Beast Handler (1) [L]: Ac Evasive [C]: Each succe Baugge [T]: This wood	ssful Oran cast by t	dly Beast. his model cancels two opposing Erac. icult terrain without Moving Cautiously.		
Combat		1. 1915 MOOEL	may move over oim	waa certaini nongoat ividonig Cautiously.		*
Combat	2					
Support	2 1					
	1					
Support		Move Rį	je CS	Skerrat		

	Dhogu	Sprog Gai	ng Lea	ıder		Troop	DHOGU CORE	Cost 15
Movement Combat	6" 1	Gang (2) [L]: Act Ranger [T]: This	h successful ( ivate up to 2 model may n	Oran cast by . Friendly mo nove over dif	this model cancel dels with the Gar ficult terrain wit	s two opposing Erac. 1g[L] ability. 1pout Moving Cautiously. dels in the force may be giv	ven the Gang(0) ability.	
Support	1							
Save	5+							
CR	3"	Моге	Rge	CS	Skerrat Budrugele Tl	is used of water water its D and	and Attack at our which during its wards	
		6"	5"	1	Light Weapor		ged Attack at any point during its move. be used even if the model is Engaged. The autiously) first.	
	Dhogu	Sprog Skei	rrat Ri	ider		Troop	DHOGU CORE	Cost 20
Movement	8"	Gang (2) [L]: Act	b successful C ivate up to 2	Oran cast by . Friendly mo	this model cancel dels with the Gau			
Combat	2					bout Moving Cautiously. dels in the force may be giv	ven the Gang(0) ability.	
Support	1							
Save	5+							
CR	3"							
	-					,		
	Dhogu	Trapper				Elite	DHOGU CORE	Cost 40
"Just wait for t	0	províde"			. t	Elite	DHOGU CORE	Cost 40
"Just writ for t Movement	0	províðe" Beast Handler (6 Combat Trained Coordinated Stri	(2) [C]: Recas ke* [A]: Fiaht a	st up to 2 fail a combat aga	ed Combat Stone inst an adiacent	s. Can be used once per com Enemo model. Both sides m	nbat. av benefit from Support.	40
,	he mountaíns to	províče" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [5]:	(2) [C]: Recas ke* [A]: Fight a At the start ative Counte	st up to 2 fail a combat aga of the game y er during the	ed Combat Stone. inst an adjacent : юи тау срооse n game to deploy th	s. Can be used once per con Enemy model. Both sides me ot to deploy this model and	ıbat.	40
Movement	he mountains to 6"	provite." Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S]; may use an Initi The models may Ranger [T]; This	(2) [C]: Recas ke* [A]: Fight a At the start iative Counte be activated model may n	st up to 2 fail a combat aga of the game y er during the during the Ti nove over dif	ed Combat Stone. inst an adjacent : jou may choose n game to deploy th arn. ficult terrain wit	s. Can be used once per con Enemy model. Both sides ma ot to deploy this model and rese models as a single group bout Moving Cautiously.	ıbat. ay benefit from Support. up to 6 otber Small or Medium models. You	40
Movement Combat	he mountains to 6" 3	provite." Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S]; may use an Initi The models may Ranger [T]; This	(2) [C]: Recas ke* [A]: Fight a At the start iative Counte be activated model may n	st up to 2 fail a combat aga of the game y er during the during the Ti nove over dif	ed Combat Stone. inst an adjacent : jou may choose n game to deploy th arn. ficult terrain wit	s. Can be used once per con Enemy model. Both sides ma ot to deploy this model and rese models as a single group bout Moving Cautiously.	ıbat. ay benefit from Support. up to 6 otber Small or Medium models. You p at least 9 inches from any Enemy models.	40
, Movement Combat Support	lye mountains to 6" 3 1	provite." Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S]; may use an Initi The models may Ranger [T]; This	(2) [C]: Recas ke <sup>*</sup> [A]: Fight d : At the start lative Counte be activated model may n nodel is Active	st up to 2 fail a combat aga of the game y er during the during the Ti nove over dif	ed Combat Stone. inst an adjacent : jou may choose n game to deploy th arn. ficult terrain wit	s. Can be used once per con Enemy model. Both sides ma ot to deploy this model and rese models as a single group bout Moving Cautiously.	ıbat. ay benefit from Support. up to 6 otber Small or Medium models. You p at least 9 inches from any Enemy models.	40
Movement Combat Support Save	ye mountains to 6" 3 1 5+	provide" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [5] may use an Initi The models may Ranger [T]: This Solo [T]: If this w	(2) [C]: Recas ke* [A]: Fight a At the start iative Counte be activated model may n	st up to 2 fail a combat aga of the game y er during the g during the T nove over dif ated Directly	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arn. ficult terrain wit then after it bas BOW	s. Can be used once per con Enemy model. Both sides ma ot to deploy this model and rese models as a single group bout Moving Cautiously.	nbat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool.	40
Movement Combat Support Save CR	lye mountains to 6" 3 1 5+ 6" 1	provise" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [5] may use an Initi The models may Ranger [T]: This Solo [T]: If this w Mozve	(2) [C]: Recas ke* [A]: Fight At the start iative Counte be activated model may m nodel is Activa Rge	st up to 2 fail a combat aga of the game y of the game y during the T nove over dif ated Directly	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arn. ficult terrain wit then after it bas BOW	s. Can be used once per con Enemy model. Both sides m ot to deploy this model and rese models as a single group bout Moving Cautiously. activated you may return	nbat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool.	40 A Cost
Movement Combat Support Save CR	he mountains to 6" 3 1 5+ 6" 1 Dbogu	provide" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S] may use an Initi The models may Ranger (T]: This Solo (T]: If this w Mozve <u>3</u> " Warlord	(2) [C]: Recas ke' [A]: Fight : At the start lative Counte be activated model may n nodel is Activa Rge 9"	st up to 2 fail a combat aga of the game y during the t during the T nove over dif ated Directly CS 2	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arn. ficult terrain wit then after it has BOW Accurate: Rec	s. Can be used once per com Enemy model. Both sides mu ot to deploy this model and nese models as a single group bout Moving Cautiously. activated you may return ast up to one failed Combat Elite	nbat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool. t Stone for this attack.	40
Movement Combat Support Save CR Stamina	he mountains to 6" 3 1 5+ 6" 1 Dbogu	provide" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S] may use an Initi The models may Ranger [T]: This Solo [T]: If this w Move <u>3</u> " Wavlovd I remain!" Captain (6) [L]: A Charge (2) [A]: Fi model may not b	(2) [C]: Recas ke' (A): Fight : At the start lative Counte be activated model may n nodel is Active Rge <u>9</u> "	st up to 2 fail a combat aga of the game y during the adving the T nove over dif ated Directly CS 2	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arn. ficult terrain wit then after it bas BOW Accurate: Rec Toops or Citvilia	s. Can be used once per con Enemy model. Both sides m ot to deploy this model and nese models as a single group bout Moving Cautiously. activated you may return ast up to one failed Comban <u>Elite</u> 15. nmediately after this model	nbat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool. t Stone for this attack.	40 A Cost 100
, Movement Combat Support Save CR Stamina ************************************	be mountains to 6" 3 1 5+ 6" 1 Dbogu nins, but we shal	provide" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [5] may use an Initi The models may Ranger [T]: This solo [T]: If this w Move <u>3</u> " Warlord Captain (6) [L]: A Charge (2) [A]: F model may not b Cantions[y. Combat Disciplin	(2) [C]: Recas ke <sup>*</sup> [A]: Fight : At the start lative Counte be activated model may n nodel is Activa Rge <u>9</u> " Activate up to ight a combat enefit from Si ne <sup>*</sup> [C]: Recass	st up to 2 fail a combat aga of the game y during the t during the T nove over dif ated Directly CS 2 0 6 Friendly T against an a upport but ca t any or all C	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arn. ficult terrain wit then after it bas BOW Accurate: Rec Froops or Citvilian diacent Enemy in sts 2 additional ( iombat Stones.	s. Can be used once per com Enemy model. Both sides mu ot to deploy this model and rese models as a single group bout Moving Cautiously. activated you may return ast up to one failed Comban <u>Elite</u> 15. mmediately after this model Combat Stones. This ability	ibat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool. t Stone for this attack. <b>DHOGU CORE</b> t has moved using its Basic Movement. This may not be used if this model had to Move	40 A Cost 100
Movement Combat Support Save CR Stamina "A storm is com Movement	lje mountains to 6" 3 1 5+ 6" 1 Dhogu ning, but we shal 8"	provide" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S] may use an Initi The models may Ranger (T]: This solo (T]: If this w Move <u>3</u> " Warlord Captain (6) [L]: A Charge (2) [A]: Fi model may not b Cautiously. Combat Disciplin Combat Disciplin Combat Trained Powerful Charge (any blows that a	(2) [C]: Recas ke' [A]: Fight : At the start itive Counte be activated model may n nodel is Activa Rge 9" Activate up to ight a combat enefit from Si (2) [C]: Recass (T]: If this mare landed by	st up to 2 fail a combat aga of the game y during the r during the T nove over dif ated Directly CS 2 0 6 Friendly I against an ai upport but ca t any or all C st up to 2 fail todel ends its : this model m	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arm. ficult terrain wit then after it has BOW Accurate: Rec Croops or Ctrillan bists 2 additional C ombat Stones. ed Combat Stones. ed Combat Stones.	s. Can be used once per com Enemy model. Both sides ma ot to deploy this model and rese models as a single group bout Moving Cautiously. activated you may return ast up to one failed Combat Elite Is. Inmediately after this model Combat stones. This ability s. Can be used once per com 4 inches from its starting p 1 a -1 modifier) until the end	ibat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool. t Stone for this attack. <b>DHOGU CORE</b> t has moved using its Basic Movement. This may not be used if this model had to Move	40 A Cost 100
, Movement Combat Support Save CR Stamina "A storm is con Movement Combat	lje mountains to 6" 3 1 5+ 6" 1 Dhogu sing, but we shal 8" 4	provide" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S] may use an Initi The models may Ranger (T]: This solo (T]: If this w Move <u>3</u> " Warlord Captain (6) [L]: A Charge (2) [A]: Fi model may not b Cautiously. Combat Disciplin Combat Disciplin Combat Trained Powerful Charge (any blows that a	(2) [C]: Recas ke' [A]: Fight : At the start itive Counte be activated model may n nodel is Activa Rge 9" Activate up to ight a combat enefit from Si (2) [C]: Recass (T]: If this mare landed by	st up to 2 fail a combat aga of the game y during the r during the T nove over dif ated Directly CS 2 0 6 Friendly I against an ai upport but ca t any or all C st up to 2 fail todel ends its : this model m	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arm. ficult terrain wit then after it has BOW Accurate: Rec Croops or Ctrillan bists 2 additional C ombat Stones. ed Combat Stones. ed Combat Stones.	s. Can be used once per con Enemy model. Both sides m ot to deploy this model and rese models as a single group hout Moving Cautiously. activated you may return ast up to one failed Combat Elite Is. mnediately after this model Combat Stones. This ability s. Can be used once per com 4 inches from its starting p	nbat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool. t Stone for this attack. <b>DHOGU CORE</b> Thas moved using its Basic Movement. This may not be used if this model had to Move nbat. osition during its Turn it gains Powerful[C	40 A Cost 100
, Movement Combat Support Save CR Stamina ************************************	lje mountains to 6" 3 1 5+ 6" 1 <b>Dhogu</b> sing, but we shal 8" 4 2	provide" Beast Handler (6 Combat Trained Coordinated Stri Pathfinder (6) [S] may use an Initi The models may Ranger (T]: This solo (T]: If this w Move <u>3</u> " Warlord Captain (6) [L]: A Charge (2) [A]: Fi model may not b Cautiously. Combat Disciplin Combat Disciplin Combat Trained Powerful Charge (any blows that a	(2) [C]: Recas ke' [A]: Fight : At the start itive Counte be activated model may n nodel is Activa Rge 9" Activate up to ight a combat enefit from Si (2) [C]: Recass (T]: If this mare landed by	st up to 2 fail a combat aga of the game y during the r during the T nove over dif ated Directly CS 2 0 6 Friendly I against an ai upport but ca t any or all C st up to 2 fail todel ends its : this model m	ed Combat Stone. Inst an adjacent iou may choose n game to deploy th arm. ficult terrain wit then after it has BOW Accurate: Rec Croops or Ctrillan bists 2 additional C ombat Stones. ed Combat Stones. ed Combat Stones.	s. Can be used once per com Enemy model. Both sides ma ot to deploy this model and rese models as a single group bout Moving Cautiously. activated you may return ast up to one failed Combat Elite Is. Inmediately after this model Combat stones. This ability s. Can be used once per com 4 inches from its starting p 1 a -1 modifier) until the end	nbat. ay benefit from Support. up to 6 other Small or Medium models. You p at least 9 inches from any Enemy models. one of your Initiative Counters to the pool. t Stone for this attack. <b>DHOGU CORE</b> Thas moved using its Basic Movement. This may not be used if this model had to Move nbat. osition during its Turn it gains Powerful[C	40 A Cost 100

	Dhogu	Warlord on Foot	Elite	DHOGU CORE	Cost 60
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline <sup>*</sup> [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. C	Can be used once per com	bat.	
Combat	4	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, 7 Ranger [T]: This model may move over difficult terrain withou	Γroops, or Civilians. 1t Moving Cautiously.		
Support	2				
Save	5+				
CR	6"				
Stamina	2				
	Domes	ticated Martram	Beast	DHOGU CORE	Cost 50
Movement	6"	Instinctive (1, 3) [T]: This model always casts at least 1 Erac an Obstructing [T]: Models on this model count as Obstructed if ta Unstoppable [T]: This model moves at full rate even if forced to Untrained [T]: This model may not be Activated Directly.	araeted by Ranaed Attac	ks. may move through Small Enemy models.	
Combat	5	Untrained [1]: This model may not be Activated Directly. Vehicle [2] [T]: This model may carry up to 2 Small Friendly m Very Tough [S]: Re-roll a failed Toughness save.	odels as Crew.		
Support	0				
Save	3+				
CR	6"				
Stamina	3				
<b>NAME</b>	Domes	ticated Senira	Beast	DHOGU CORE	Cost 10
Movement	Domes 8"	<b>ticated Senira</b> Instinctive (0, 1) [T]: This model always casts at least 1 Oran in Ranger [T]: This model may move over difficult terrain withou	n combat.	DHOGU CORE	
Movement Combat		Instinctive (0, 1) [T]: This model always casts at least 1 Oran ii	n combat.	DHOGU CORE	
	8"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran ii	n combat.	DHOGU CORE	
Combat	8" 2	Instinctive (0, 1) [T]: This model always casts at least 1 Oran ii	n combat.	DHOGU CORE	
Combat Support	8" 2 1	Instinctive (0, 1) [T]: This model always casts at least 1 Oran ii	n combat.	DHOGU CORE	
Combat Support Save	8" 2 1 4+	Instinctive (0, 1) [T]: This model always casts at least 1 Oran ii	n combat.	DHOGU CORE	
Combat Support Save	8" 2 1 4+ 6"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran ii	n combat.	DHOGU CORE	
Combat Support Save	8" 2 1 4+ 6"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in Ranger [T]: This model may move over difficult terrain withou <b>ticated Yirmak</b> Instinctive (2, 1) [T]: This model always casts at least 2 Erac an Powerful [C]: Any blows that are landed by this model must be Ranger [T]: This model may move over difficult terrain withou	n combat. nt Moving Cautiously. Beast ad 1 Oran in combat. saved with a -1 modifier	DHOGU CORE	10 Cost
Combat Support Save CR	8" 2 1 4+ 6"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in Ranger [T]: This model may move over difficult terrain withou <b>ticated Yirmak</b> Instinctive (2, 1) [T]: This model always casts at least 2 Erac an Powerful [CE: Any blows that are landed by this model must be	n combat. at Moving Cautiously. Beast Beast 10 1 Oran in combat. saved with a -1 modifier at Moving Cautiously.	DHOGU CORE	10 Cost
Combat Support Save CR Movement	8" 2 1 4+ 6" Domes 8"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in Ranger [T]: This model may move over difficult terrain withou <b>ticated Yirnak</b> Instinctive (2, 1) [T]: This model always casts at least 2 Erac an Powerful [C]: Any blows that are landed by this model must be Ranger [T]: This model may move over difficult terrain withou Untrained [T]: This model may move over difficult terrain withou	n combat. at Moving Cautiously. Beast Beast 10 1 Oran in combat. saved with a -1 modifier at Moving Cautiously.	DHOGU CORE	10 Cost
Combat Support Save CR Movement Combat	8" 2 1 4+ 6" Domes 8" 3	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in Ranger [T]: This model may move over difficult terrain withou <b>ticated Yirnak</b> Instinctive (2, 1) [T]: This model always casts at least 2 Erac an Powerful [C]: Any blows that are landed by this model must be Ranger [T]: This model may move over difficult terrain withou Untrained [T]: This model may move over difficult terrain withou	n combat. at Moving Cautiously. Beast Beast 10 1 Oran in combat. saved with a -1 modifier at Moving Cautiously.	DHOGU CORE	10 Cost
Combat Support Save CR Movement Combat Support	8" 2 1 4+ 6" Domes 8" 3 1	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in Ranger [T]: This model may move over difficult terrain withou <b>ticated Yirnak</b> Instinctive (2, 1) [T]: This model always casts at least 2 Erac an Powerful [C]: Any blows that are landed by this model must be Ranger [T]: This model may move over difficult terrain withou Untrained [T]: This model may move over difficult terrain withou	n combat. at Moving Cautiously. Beast Beast 10 1 Oran in combat. saved with a -1 modifier at Moving Cautiously.	DHOGU CORE	10 Cost

<b>NAME</b>	Kimut	Akeran	Elite - Unique	DHOGU CORE	Cost 100
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civil Combat Discipline <sup>,</sup> [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Sto	nes. Can be used once per comb	at.	
Combat	5	Commander (4) [L]: Activate up to 4 Friendly or Allied E Ranger [T]: This model may move over difficult terrain 1	lites, Troops, or Civilians. vithout Moving Cautiously.		
Support	2				
Save	5+				
CR	6"				
Stamina	2				
1	Kimut	Tikaan	Elite - Unique	DHOGU CORE	Cost 150
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civil Charge (2) [A]: Fight a combat against an adjacent Enemy model may not benefit from Support but casts 2 additiona Cautiously.	) immediately, after this model h		
Combat	5	Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Sto	nes. Can be used once per comb	at.	
Support	2	Commander (4) [L]: Activate up to 4 Friendly or Allied E Powerful Charge [T]: If this model ends its move more the (any blows that are landed by this model must be saved n	lites, Troops, or Civilians. an 4 inches from its starting pos	sition during its Turn it gains Powerful[C]	
Save	4+	Ranger [T]: This model may move over difficult terrain r	vithout Moving Cautiously.	g uje next Comout Fijuse.	
CR	6"				
Stamina	2				
	Megla	The Kind	Civilian	DHOGU CORE	Cost 5
					J
Movement	6"	Untrained [T]: This model may not be Activated Directly	).		, ,
Movement Combat	6" 1	Untrained [T]: This model may not be Activated Directly	).		,
		Untrained [T]: This model may not be Activated Directly	).		
Combat	1	Untrained [T]: This model may not be Activated Directly	).		
Combat Support	1 1	Untrained [T]: This model may not be Activated Directly	).		
Combat Support Save	1 1 6+ 2"				
Combat Support Save	1 1 6+		). Beast - Troop	DHOGU CORE	Cost 15 for 2
Combat Support Save	1 1 6+ 2" Setir S	Rerrat Evasive [C]: Each successful Oran cast by this model can	Beast - Troop cels two opposing Erac.	DHOGU CORE	Cost
Combat Support Save CR	1 1 6+ 2" Setir S	zerrat	Beast - Troop cels two opposing Erac.	DHOGU CORE	Cost
Combat Support Save CR "Resourceful litt	1 1 6+ 2" Setir Sk	Rerrat Evasive [C]: Each successful Oran cast by this model can	Beast - Troop cels two opposing Erac.	DHOGU CORE	Cost
Combat Support Save CR "Kesourcful kitt Movement	1 1 6+ 2" Setir Sk k creature" 10"	Rerrat Evasive [C]: Each successful Oran cast by this model can	Beast - Troop cels two opposing Erac.	DHOGU CORE	Cost
Combat Support Save CR "Resourceful litt Movement Combat	1 1 6+ 2" Setir Sk k oresture" 10" 1	Rerrat Evasive [C]: Each successful Oran cast by this model can	Beast - Troop cels two opposing Erac.	DHOGU CORE	Cost
Combat Support Save CR "Resourceful litt Movement Combat Support	1 1 6+ 2" Setir Sk k creatures" 10" 1 1	Rerrat Evasive [C]: Each successful Oran cast by this model can	Beast - Troop cels two opposing Erac.	DHOGU CORE	Cost

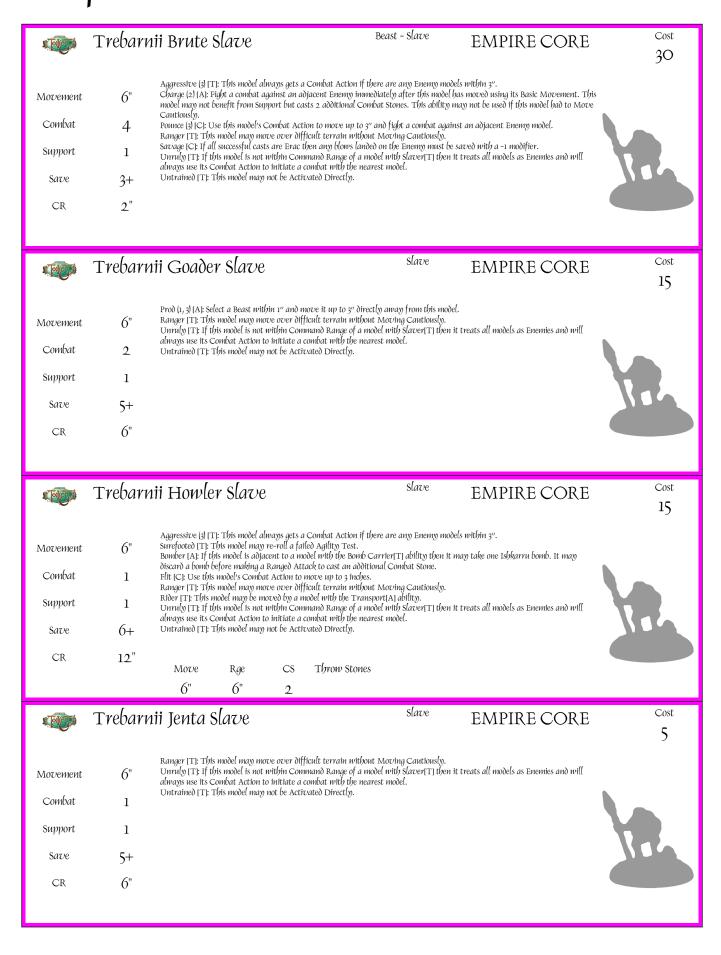
1	Tak Sir	ahn			E	ite - Unique	DHOGU CORE	Cost 60
"Born to roam ,	nvith the beasts o	the mountains"						
Movement	6"	Combat Traine Favoured Allies	(Yartain) [T]: Th	) to 1 failei is model al	) Combat Stone. Can b		bat. s Allies. Those models and this model may	
Combat	3	Ranger [T]: Thi		e over dif	icult terrain without N æ Template within thi			and the
Support	0	Terrain (2, Snor Command Ran	vdrifts) [T]: After 3e. The terrain m	deploying ay not be j	this model you may in placed over any models	nmediately place 2 p s or other terrain fea	Kange. vieces of terrain of type Snowdrifts within its itures. Note: as a general principle, "within" in" means that it must be entirely within th	
Save	4+	area.	some part of aje		ipate is trayin the are	emptotoly in it,		
CR	12"							
Stamina	3							
	Tarku	Droma			E	ite - Unique	DHOGU CORE	Cost 50
Movement	6"	Combat Discipl	ine* [C]: Recast av	19) or all C	roops or Civilians. ombat Stones. ) Combat Stone. Can b	e used once per com	bat.	
Combat	3	Ranged Attacks	against a model 1	vithin 2 ir	ker in Line of Sight at Iches of the marker ma	least 4 inches away y recast one failed C	from any Friendly models. Any Friendly Combat Stone. Remove the Target Marker at	( In
Support	2		ext Combat Phase s model may mov		icult terrain without N	Moving Cautiously.		and the second
Save	5+							
CR	9"	Move	Rge	CS	Bow			
Stamina	1	3"	9"	2	Accurate: Recast up	v to one failed Comb	at Stone for this attack.	
	Yirnak	Captain				Elite	DHOGU CORE	Cost 80
"Leading the rai		' he shazzy yirnak"				Elite	DHOGU CORE	Cost 80
"Leading the rai Movement		the shazzy yirmak" Captain (6) [L]: Charge (2) [A]: 1 model may not	ight a combat aga	ainst an ad		ately after this mode	DHOGU CORE el bas moved using its Basic Movement. This y may not be used if this model bad to Move	80
	íðers from atop i	he shaggy yirnak" Captain (6) [L]: Charge (2) [A]: I model may not Cautiously. Combat Discipl	Fight a combat age benefit from Supp ine* [C]: Recast ar	ainst an aò ort but ca 19 or all C	ojacent Enemy immedi. sts 2 additional Comba ombat Stones.	ately after this mod tt Stones. This abilit,	el bas moved using its Basic Movement. This 9 may not be used if this model bad to Move	80
Movement	iðers from atop 1 8"	the charge y virnak" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Traine Powerful Charg (any 6 blows that	Fight a combat age benefit from Supp ine" [C]: Recast ar d (1) [C]: Recast up e [T]: If this mode are landed by thi	ainst an aò oort but ca 19 or all C 9 to 1 failei el ends its 1 5 model mi	vjacent Enemy immedi sts 2 additional Comba ombat Stones. O Combat Stone. Can b nove more than 4 inch 1st be saved with a -1 1	ately after this mod it Stones. This abilit, e used once per com res from its starting modifieri until the er	el þas moveð using its Basic Movement. Thi 9 may not be useð if this model hað to Move bat. position during its Turn it gains Powerful[C nð of the next Combat Phase.	80
Movement Combat	iðers from atop 1 8" 4	the charge y virnak" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Traine Powerful Charg (any 6 blows that	Fight a combat age benefit from Supp ine" [C]: Recast ar d (1) [C]: Recast up e [T]: If this mode are landed by thi	ainst an aò oort but ca 19 or all C 9 to 1 failei el ends its 1 5 model mi	njacent Enemy immedi sts 2 additional Comba ombat Stones. ) Combat Stone. Can b nove more than 4 inch	ately after this mod it Stones. This abilit, e used once per com res from its starting modifieri until the er	el þas moveð using its Basic Movement. Thi 9 may not be useð if this model hað to Move bat. position during its Turn it gains Powerful[C nð of the next Combat Phase.	80
Movement Combat Support	ivers from stop 8" 4 2	the charge y virnak" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Traine Powerful Charg (any 6 blows that	Fight a combat age benefit from Supp ine" [C]: Recast ar d (1) [C]: Recast up e [T]: If this mode are landed by thi	ainst an aò oort but ca 19 or all C 9 to 1 failei el ends its 1 5 model mi	vjacent Enemy immedi sts 2 additional Comba ombat Stones. O Combat Stone. Can b nove more than 4 inch 1st be saved with a -1 1	ately after this mod it Stones. This abilit, e used once per com res from its starting modifieri until the er	el þas moveð using its Basic Movement. Thi 9 may not be useð if this model hað to Move bat. position during its Turn it gains Powerful[C nð of the next Combat Phase.	80
Movement Combat Support Save	ibers from stop 1 8" 4 2 4+	the charge y virnak" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Traine Powerful Charg (any 6 blows that	Fight a combat age benefit from Supp ine" [C]: Recast ar d (1) [C]: Recast up e [T]: If this mode are landed by thi	ainst an aò oort but ca 19 or all C 9 to 1 failei el ends its 1 5 model mi	vjacent Enemy immedi sts 2 additional Comba ombat Stones. O Combat Stone. Can b nove more than 4 inch 1st be saved with a -1 1	ately after this mod it Stones. This abilit, e used once per com res from its starting modifieri until the er	el þas moveð using its Basic Movement. Thi 9 may not be useð if this model hað to Move bat. position during its Turn it gains Powerful[C nð of the next Combat Phase.	80
Movement Combat Support Save CR	ibers from stop 8" 4 2 4+ 6"	the chargey yirnak" Captain (6) [L]: Charge (2) [A]: model may not Cantiously. Combat Discip! Combat Discip! Combat Traine Powerful Charg (any blows that Ranger (T): Thi	Fight a combat age benefit from Supp ine" [C]: Recast ar d (1) [C]: Recast up e [T]: If this mode are landed by thi	ainst an aò oort but ca 19 or all C 9 to 1 failei el ends its 1 5 model mi	vjacent Enemy immedi sts 2 additional Comba ombat Stones. O Combat Stone. Can b nove more than 4 inch 1st be saved with a -1 1	ately after this mod it Stones. This abilit, e used once per com res from its starting modifieri until the er	el þas moveð using its Basic Movement. Thi 9 may not be useð if this model hað to Move bat. position during its Turn it gains Powerful[C nð of the next Combat Phase.	80 S Cost
Movement Combat Support Save CR	ibars from stop 8" 4 2 4+ 6" 1 Yirnak	the chassy girmak" Captain (6) [L]: Charge (2) [A]: model may not Cantiously. Combat Traine Powerful Char, (any blows that Ranger [T]: Thi <b>Ridder</b>	Fight a combat age benefit from Supp ine" [C]: Recast ar d (1) [C]: Recast up e [T]: If this mode are landed by thi	ainst an aò oort but ca 19 or all C 9 to 1 failei el ends its 1 5 model mi	vjacent Enemy immedi sts 2 additional Comba ombat Stones. O Combat Stone. Can b nove more than 4 inch 1st be saved with a -1 1	ately after this mod it Stones. This abilit, e used once per com es from its starting nodifierl until the er Moving Cautiously.	el bas moved using its Basic Movement. This 9 may not be used if this model bad to Move bat. position during its Turn it gains Powerful[C d of the next Combat Phase.	80
Movement Combat Support Save CR Stamina	ibars from stop 8" 4 2 4+ 6" 1 Yirnak	the charge y virnak" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Traine Powerful Charge (any blows that Ranger [T]: Thi <b>Riddev</b> " Charge (2) [A]: 1 model may not Cantiously.	Fight a combat agg benefit from Supp ine (C): Recast an d (1) (C): Recast up (1) (C): Rec	ainst an ad oort but ca 19 or all C 1 to 1 failed 1 ends its i 5 model mu e over diff nover diff	pjacent Enemy immedi sts 2 additional Comba ombat Stones. ) Combat Stone. Can b nove more than 4 inch ist be saved with a -1 r icult terrain without 1 icult terrain without 1 jacent Enemy immedi sts 2 additional Comba	ately after this mod it stones. This abilit, e used once per com nodifier until the er Moving Cautiously. Troop Troop ately after this mod it stones. This abilit,	el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains PowerfullC ad of the next Combat Phase. DHOGU CORE el has moved using its Basic Movement. This 9 may not be used if this model had to Move	80 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
Movement Combat Support Save CR Stamina	ibers from stop 8" 4 2 4+ 6" 1 Yirnak easts and riders!	he chassey yimah" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discipl Combat Discipl Combat Traine Powerful Charg (any Bous that Ranger [T]: Thi Ranger [T]: Thi Charge (2) [A]: 1 model may not Cantiously. Combat Traine Powerful Charg	Fight a combat age benefit from Supp ine" [C]: Recast ar d (1) [C]: Recast up le [T]: If this mode are landed by thi s model may mov benefit from Supp d (1) [C]: Recast up le [T]: If this mode	ainst an ad ovrt but ca 19 or all C 1 to 1 failed I ends its 1 5 model mu e over diff ainst an ad ovrt but ca 1 to 1 failed I ends its 1	pjacent Enemy immedi sts 2 additional Comba ombat Stones. ) Combat Stone. Can b nove more than 4 inch st be saved with a -1 i icult terrain without 1 icult terrain without 1 sts 2 additional Comba ) Combat Stone. Can b nove more than 4 inch	ately after this modu it Stones. This abilit, e used once per com es from its starting nodifier) until the e Moving Cautiously. Troop ately after this modu it Stones. This abilit, e used once per com	el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C d of the next Combat Phase. DHOGU CORE el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C	80 S Cost 40
Movement Combat Support Save CR Stamina CR Stamina	ibers from stop 1 8" 4 2 4+ 6" 1 Yirnak easts and viders! 8"	the charge y virnah" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Discip! Combat Traine Powerful Charg (any blows that Ranger (T): Thi Charge (2) [A]: 1 model may not Cantiously. Combat Traine Powerful Charg (any blows that	Fight a combat age benefit from Supp. ine (C): Recast ar d (1) [C]: Recast up le [T]: If this mode are landed by thi s model may moc benefit from Supp. d (1) [C]: Recast up le [T]: If this mode are landed by thi	tinst an ac ovt but ca to 1 failed l ends its t s model mu e over diff ovt but ca o to 1 failed ends its t ends its t	pjacent Enemy immedi sts 2 additional Comba ombat Stones. ) Combat Stone. Can b nove more than 4 inch st be saved with a -1 i icult terrain without 1 icult terrain without 1 sts 2 additional Comba ) Combat Stone. Can b nove more than 4 inch	ately after this mod it Stones. This abilit, e used once per com res from its starting nodifier) until the er Moving Cautionsly. Troop ately after this mod it Stones. This abilit, e used once per com res from its starting nodifier) until the er	el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C ad of the next Combat Phase. DHOGU CORE el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C do f the next Combat Phase.	80 S Cost 40
Movement Combat Support Save CR Stannina CR Stannina	ibers from stop 1 8" 4 2 4+ 6" 1 Yirnak easts and viders! 8" 3	the charge y virnah" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Discip! Combat Traine Powerful Charg (any blows that Ranger (T): Thi Charge (2) [A]: 1 model may not Cantiously. Combat Traine Powerful Charg (any blows that	Fight a combat age benefit from Supp. ine (C): Recast ar d (1) [C]: Recast up le [T]: If this mode are landed by thi s model may moc benefit from Supp. d (1) [C]: Recast up le [T]: If this mode are landed by thi	tinst an ac ovt but ca to 1 failed l ends its t s model mu e over diff ovt but ca o to 1 failed ends its t ends its t	pjacent Enemy immedi sts 2 additional Comba ombat Stones. ) Combat Stone. Can b nove more than 4 inch ist be saved with a -1 r icult terrain without t icult terrain without t sts 2 additional Comba ) Combat Stone. Can b nove more than 4 inch ist be saved with a -1 r	ately after this mod it Stones. This abilit, e used once per com res from its starting nodifier) until the er Moving Cautionsly. Troop ately after this mod it Stones. This abilit, e used once per com res from its starting nodifier) until the er	el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C ad of the next Combat Phase. DHOGU CORE el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C do f the next Combat Phase.	80 S Cost 40
Movement Combat Support Save CR Stannina CR Stannina "Coul tempered by Movement Combat Support	ibers from stop 1 8" 4 2 4+ 6" 1 Yirnak easts and viders! 8" 3 1	the charge y virnah" Captain (6) [L]: Charge (2) [A]: 1 model may not Cantiously. Combat Discip! Combat Discip! Combat Traine Powerful Charg (any blows that Ranger (T): Thi Charge (2) [A]: 1 model may not Cantiously. Combat Traine Powerful Charg (any blows that	Fight a combat age benefit from Supp. ine (C): Recast ar d (1) [C]: Recast up le [T]: If this mode are landed by thi s model may moc benefit from Supp. d (1) [C]: Recast up le [T]: If this mode are landed by thi	tinst an ac ovt but ca to 1 failed l ends its t s model mu e over diff ovt but ca o to 1 failed ends its t ends its t	pjacent Enemy immedi sts 2 additional Comba ombat Stones. ) Combat Stone. Can b nove more than 4 inch ist be saved with a -1 r icult terrain without t icult terrain without t sts 2 additional Comba ) Combat Stone. Can b nove more than 4 inch ist be saved with a -1 r	ately after this mod it Stones. This abilit, e used once per com res from its starting nodifier) until the er Moving Cautionsly. Troop ately after this mod it Stones. This abilit, e used once per com res from its starting nodifier) until the er	el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C ad of the next Combat Phase. DHOGU CORE el has moved using its Basic Movement. This 9 may not be used if this model had to Move bat. position during its Turn it gains Powerful[C do f the next Combat Phase.	80 Sources Cost 40

Empire

Empire - Ardaug

	Tanaris	zelehn	Elite - Unique	EMPIRE ARDAUG	<sup>Cost</sup> 75
"The Herder Q	ucen"				73
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilian Combat Trained (2) [C]: Recast up to 2 failed Combat Stones Commander (4) [L]: Activate up to 4 Friendly or Allied Effit	s. Can be used once per co s. Troops, or Civilians.	mbat.	
Combat	4	Inspire [T]: All models directly activated by this model gain	one Stamma.		
Support	1				
Save	4+				
CR	6"				and the second sec
Stamina	2				

## Empire - Core



	Trebari	nii Warrior Slave	slave	EMPIRE CORE	Cost 10
Movement	6"	Ranger [T]: This model may move over difficult terrain wit Unruly [T]: If this model is not within Command Range of always use its Combat Action to initiate a combat with the Untrained [T]: This model may not be Activated Directly.	1 model with SlaverIT1 then	it treats all models as Enemies and will	
Combat	2	Ontraineo [1]. 1918 model may not be Activated Directly.			
Support	1				
Save	5+				
CR	6"				
	Anbor		Beast	EMPIRE CORE	Cost 50
Movement	6"	Instinctive (1, 3) [T]: This model always casts at least 1 Erac Swim (4) [A]: This model may Move Cautiously through bot within water.	and 3 Oran in combat. h shallow and deep water. I	t may move up to 4" if the move is entirely	9
Combat	5	Very Tough [S]: Re-roll a failed Toughness save.			
Support	0				
Save	3+				Total and
CR	6"				
Stamina	2				
	A		Civilian		Cast
	Appren	tice Rahkirii	Crontan	EMPIRE CORE	Cost 10
Movement	Appren 6"	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodoouard ISI: If an adiacent Friendly Filte or Civilian mod	f the game and will always el is about to take a Toughn	activate for free when his Master is	
Movement Combat		Assistant [T]: This model is allocated a Master at the start o activated so lona he is in his Command Ranae.	f the game and will always el is about to take a Toughn adty.	activate for free when his Master is ness save, this model may make the save in	
	6"	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their ndee. If it is failed then this model is removed as a cas	f the game and will always el is about to take a Toughn adty.	activate for free when his Master is ness save, this model may make the save in	
Combat	6" 1	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their ndee. If it is failed then this model is removed as a cas	f the game and will always el is about to take a Toughn adty.	activate for free when his Master is ness save, this model may make the save in	
Combat Support	6" 1 0	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their ndee. If it is failed then this model is removed as a cas	f the game and will always el is about to take a Toughn adty.	activate for free when his Master is ness save, this model may make the save in	
Combat Support Save	6" 1 0 5+	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their ndee. If it is failed then this model is removed as a cas	f the game and will always el is about to take a Toughn adty.	activate for free when his Master is ness save, this model may make the save in	
Combat Support Save	6" 1 0 5+	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their ndee. If it is failed then this model is removed as a cas	f the game and will always el is about to take a Toughn adty.	activate for free when his Master is ness save, this model may make the save in	10 Cost
Combat Support Save	6" 1 0 5+ 0.5"	Assistant [T]: This model is allocated a Master at the start of activated so long be is in his Command Range. Bodygnard [S]: If an adjacent Friendly Elite or Civilian mod their place. If it is failed then this model is removed as a cas Rare [T]: This model can only be taken to accompany a mod	f the game and will always el is about to take a Toughn ralty. el with the Protected[T] abil Beast	. activate for free when his Master is ness save, this model may make the save in lity.	10
Combat Support Save	6" 1 0 5+ 0.5"	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their ndee. If it is failed then this model is removed as a cas	f the game and will always el is about to take a Toughn halty. el with the Protected(T) abi Beast ter[L] ability. s two opposing Erac.	. activate for free when his Master is ness save, this model may make the save in lity.	10 Cost
Combat Support Save CR	6" 1 0 5+ 0.5" Ashti	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their place. If it is failed then this model is removed as a cas Rare [T]: This model can only be taken to accompany a mod Critter (1) [L]: Activate up to 1 Friendly model with the Crit Evasive [C]: Each successful Oran cast by this model cancel	f the game and will always el is about to take a Toughn halty. el with the Protected(T) abi Beast ter[L] ability. s two opposing Erac.	. activate for free when his Master is ness save, this model may make the save in lity.	10 Cost
Combat Support Save CR CR Movement	6" 1 0 5+ 0.5" Ashti 8"	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their place. If it is failed then this model is removed as a cas Rare [T]: This model can only be taken to accompany a mod Critter (1) [L]: Activate up to 1 Friendly model with the Crit Evasive [C]: Each successful Oran cast by this model cancel	f the game and will always el is about to take a Toughn halty. el with the Protected(T) abi Beast ter[L] ability. s two opposing Erac.	. activate for free when his Master is ness save, this model may make the save in lity.	10 Cost
Combat Support Save CR Movement Combat	6" 1 0 5+ 0.5" Ashti 8" 1	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their place. If it is failed then this model is removed as a cas Rare [T]: This model can only be taken to accompany a mod Critter (1) [L]: Activate up to 1 Friendly model with the Crit Evasive [C]: Each successful Oran cast by this model cancel	f the game and will always el is about to take a Toughn halty. el with the Protected(T) abi Beast ter[L] ability. s two opposing Erac.	. activate for free when his Master is ness save, this model may make the save in lity.	10 Cost
Combat Support Save CR Movement Combat Support	6" 1 0 5+ 0.5" Ashti 8" 1	Assistant [T]: This model is allocated a Master at the start of activated so long he is in his Command Range. Bodyguard [S]: If an adjacent Friendly Elite or Civilian mod their place. If it is failed then this model is removed as a cas Rare [T]: This model can only be taken to accompany a mod Critter (1) [L]: Activate up to 1 Friendly model with the Crit Evasive [C]: Each successful Oran cast by this model cancel	f the game and will always el is about to take a Toughn halty. el with the Protected(T) abi Beast ter[L] ability. s two opposing Erac.	. activate for free when his Master is ness save, this model may make the save in lity.	10 Cost

	Atoran	Burh		Civilian - Unique	EMPIRE CORE	Cost 2 O
"Respected expert	in all things aqu	uatíc"				20
Movement	4"	Confuse <sup>.</sup> [ abilities fo	r the rest of the Turn.	Command Range. The model may r	not use any Combat abilities or Activation	
Combat	1	within wa		•	may move up to 4" if the move is entirely	
Support	0		e usual points cost. The Beasts count as Al			
Save	5+					
CR	6"					
Stamina	1					
	Automa	ata		Mechanical	EMPIRE CORE	Cost O
"Dangerously u	nstable and explo					C
Movement	6"	Gasmask Loyalty (E	Chis model does not recover Stamina durin [T]: This model is immune to effects cause Belomoch dre Hearne) [T]: Select a Friendly aster. While within its Master's Comman	бу Cloud Templates. Belomoch dre Hearne model in this f		
Combat	1	Overdriv	e* [C]: Use before combat. Cast one additio [A]: Move up to 4". This ability may only	nal Combat Stone.		
Support	1	Únstable ( Vent[A]s a	0) [T]: Each Turn, roll a 2+ Toughness sa and is then removed as a casualty. All mo	ve with no re-roll allowed before each els under the cloud when it is placed	9 Stamina is spent. If failed, this model are hit with a 2 Combat Stones Ranged	
Save	6+	Untrained	this bappens during a combat it ends imm ) [T]: This model may not be Activated Di Place a 3 inches Cloud Template over the	rectly.		
CR	O"	model lose.	s one Combat Stone and one Support Stone	and does not recover Stamina.		Providence De Constant de la
Stamina	3					
	Baruk			Beast	EMPIRE CORE	Cost 2 O
"Hardy beasts w	who can carry hu	•				
Movement	6"	าทรเทตเมง	e (0, 2) [T]: This model always casts at lea	st 2 Oran in combat.		
Combat	3					A A A
Support	1					
Save	3+					
CR	6"					
<b>N</b>	Batty			Beast	EMPIRE CORE	Cost 5
						J
Movement	8"	Evasive (( Flying [T]	<ul> <li>[L]: Activate up to 1 Friendly model with</li> <li>C]: Each successful Oran cast by this mode</li> <li>This model may move over Enemy mode</li> <li>Move Cautiously.</li> </ul>	l cancels two opposing Erac.	ent. It may also move at full rate even if	
Combat	1	Passive [T	"]: This model may not attack as a Combat	Action.		
Support	1					MAD
Save	_					
CR	6"					

1	Belan	Beast EMPIRE C	ORE	Cost
"couldn't turn	a profít nvíthout my	y belan"		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 Ener Vehicle (1) [T]: This model may carry up to 1 Small Friendly model as Crew. Very Tough [S]: Re-roll a failed Toughness save.	my models.	
Combat	5	very 100gr [5]: Re-rou a fance 100gmess save.		
Support	Ο		(	
Save	3+		4	
CR	6"			
Stamina	3			
	Belomoch	o dre Hearne Civilian - Unique EMPIRE C	ORE	Cost 30
"Belomoch dre I	learne, creative and	6		) =
Movement	6"	Creator (2, Belomoch dre Hearne) [T]: This model receives 2 Automata at the start of the game. The Automata gain Lo Belomoch dre Hearne. Refuel' (3) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to 3 Stamina.	oyalty[T]	
Combat	1			A A
Support	1			
Save	6+			
CR	6"		(	6500
Stamina	2			
	Bridled E	enuk EMPIRE C	ORE	Cost
"Enuk are sturdy	Bridled E and reliable beasts"		ORE	Cost 10
"Enuk are sturdy Mozvement		Beast EMPIRE Co Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	ORE	
Í Í	and reliable beasts"		ORE	
Movement	and reliable beasts" 10"		ORE	
Movement Combat	and reliable beasts" 10" 2		ORE	
Movement Combat Support	and veliable beasts" 10" 2 0		ORE	
Movement Combat Support Save	10" 2 0 4+		ORE	
Movement Combat Support Save	10" 2 0 4+	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.		10 Cost
Movement Combat Support Save	and vehable beasts" 10" 2 0 4+ 6" Captain	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.		10
Movement Combat Support Save CR	and vehable beasts" 10" 2 0 4+ 6" Captain	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.         Jarmu         Elite - Unique         EMPIRE Contraction         Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.         Combat Discipline" [C]: Recast any or all Combat Stores.         Combat Trained [2] [C]: Recast up to 2 failed Combat Stores.         Combat Trained [2] [C]: Recast up to 2 failed Combat Stores.		10 Cost
Movement Combat Support Save CR "The Crimson d	and veliable beasts" 10" 2 0 4+ 6" Captain	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.         Jarmu         Elite - Unique         Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.         Combat Discipline' [C]: Recast any or all Combat Stones.         Condat Trained [2] [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.         Coordinated Strike' [A]: Filpt 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 immediated against an adjacent Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the set of the combat may immediated the combat Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the set of the combat set of the combat set of the combat set of the combat may immediated the combat Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the combat set of the co	ORE	10 Cost
Movement Combat Support Save CR "The Crimeon of Movement	and veliable beasts" 10" 2 0 4+ 6" Captain Edun" 6"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.         Jarmu         Elite - Unique         EMPIRE Constraint (8) [L]: Activate up to 8 Friendly Troops or Civilians.         Contat Discipline [C]: Recast any or all Combat Stones.         Combat Trained (2) [C]: Recast up to 2 failed Combat Stones.         Contat Trained (2) [C]: Recast up to 2 failed Combat Stones.         Contat Trained (2) [C]: Recast up to 2 failed Combat Stones.         Contat Trained (2) [C]: Recast up to 2 failed Combat Stones.         Contator Strike (A) Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.	ORE	10 Cost
Movement Combat Support Save CR "The Crimson of Movement Combat	and veliable beases" 10" 2 0 4+ 6" Captain Edun" 6" 3	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.         Jarmu         Elite - Unique         Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.         Combat Discipline' [C]: Recast any or all Combat Stones.         Condat Trained [2] [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.         Coordinated Strike' [A]: Filpt 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 immediated against an adjacent Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the set of the combat may immediated the combat Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the set of the combat set of the combat set of the combat set of the combat may immediated the combat Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the combat set of the co	ORE	10 Cost
Movement Combat Support Save CR "The Crimson of Movement Combat Support	and veliable beasts" 10" 2 0 4+ 6" Captain "edm" 6" 3 2	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.         Jarmu         Elite - Unique         Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.         Combat Discipline' [C]: Recast any or all Combat Stones.         Condat Trained [2] [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.         Coordinated Strike' [A]: Filpt 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 immediated against an adjacent Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the set of the combat may immediated the combat Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the set of the combat set of the combat set of the combat set of the combat may immediated the combat Strike [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediated for the combat set of the co	ORE	10 Cost

	Casan '	Zavruun			Beast	EMPIRE CORE	Cost 5
"Small and n Movement	úloly annoyíng 6"	Dug In [T]: Sacrifice this model's Combat Action. Critter (1) ILI: Activate up to 1 Fr	iendlv mod	el with the Critter(L) ability	).	ness saves until the model moves or uses a	
Combat	1	Evasive [C]: Each successful Ora Passive [T]: This model may not	n cast by th attack as a	iis model cancels two opposi Combat Action.	ng Erac.		
Support	1						
Save	5+						30m
CR	1"						
	Casani	i Scout		Elite - T	Unique	EMPIRE CORE	Cost 30
"Hizhly sought	after across the	Empíre!" Beast Handler (2) [L]: Activate u	a to a Eriou	No Boasts			) -
Movement	6"	Ranger [T]: This model may mov Solo [T]: If this model is Activated	e over diffi Directly ti	cult terrain without Movin hen after it has activated yn	ou may return	one of your Initiative Counters to the pool.	
Combat	3	Sprint <sup>•</sup> (4) [A]: Move up to 4". T	ris ability n	nay only be used after this r	nodel has perto	rmed a Basic Movement.	25
Support	1						
Save	3+	Move Rge	CS	Longbow			
CR	6"	3" 18"	2	targeted by this attack.	сk. Cast an add	vitional Combat Stone against all models	
Stamina	2			Long Range* (6): Increase Quick Shot*: Make an add	the range of thi itional Ranged	s attack by 6". Attack.	
	Chatik				Beast	EMPIRE CORE	Cost 5
Movement	6"	Pack (1) [L]: Activate up to 1 Frier	ıdly model ı	vith the Pack[L] ability.			
Combat	1						
Support	1						RET
Save	6+						1 -
CR	3"						and a
	Chatik	Jenta			Beast	EMPIRE CORE	Cost 5 for 2
Movement	6"	Evasive [C]: Each successful Ora Pack (1) [L]: Activate up to 1 Frier	n cast by th idly model i	ris model cancels two opposi vith the Pack[L] ability.	ng Erac.		
Combat	1						1
Support	1						4.72
Save	_						
CR	3"						

1	Chiila	Beast	EMPIRE CORE	Cost
"Small and m	ílðly annoyíng"			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			1
Support	1			NO ST
Save	_			And
CR	3"			
	City Wa	Troop	EMPIRE CORE	Cost 20
Movement	8"			
Combat	3			
Support	1			
Save	4+			
CR	6"			Consideration Consideration
<b>NOO</b>	Civilian	Civilian	EMPIRE CORE	Cost 5
"Carmers, mase	ms, and labourers"	Untrained [T]: This model may not be Activated Directly.		2
Movement	6"			
Combat	1			۴-۹۰
Support	1			SA
Save	6+			<u></u>
CR	2"			
	Comman	ider Brenar Elite - Unique	EMPIRE CORE	Cost 100
Movement	6"	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 pe	se soulot	
Combat	4	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilian Inspire IT: All models directly activated by this model agin one Stamina.	s.	
Support	2	Very Tough [S]: Re-roll a failed Toughness save.		
Save	4+			27
CR	6"			
Stamina	2			

	Councille	Or Civilian EMPIRE CORE	Cost 20
Movement Combat Support Save CR	6" 1 1 6+ 3"	Commander (2) ILI: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. Coward IT: 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) IS: 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 them as the model they are accompanying. During the game you may spend any remaining Coins as follows: • Bribery: Spend one Coin during the model'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.	
"Small and m Movement	Critter íbly annoying" 8"	Beast EMPIRE CORE 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.	Cost 5
Combat Support Save CR	0 1 1 - 3"	Passive [T]: This model may not attack as a Combat Action.	
"Inseparable from Movement	Danakan •• Muri" 6"	Captain (2) [L]: Activate up to 2 Friend[y Troops or Civilians. Commander (1) [L]: Activate up to 1 Friend[y or Allied Elite, Troop, or Civilian.	Cost 20
Combat Support Save	1 0 6+	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.	
CR	3"		
	Denuk	Beast EMPIRE CORE	Cost 5
Movement Combat Support Save CR	8" 1 0 6+ 6"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	

1 COLOR	Deyak	Alora	Beast	EMPIRE CORE	Cost 5
Movement	6"	Aquatic [T]: The model may move normally th Swim (6) [A]: This model may Move Cautiously	ough shallom and deep water. through both shallow and deep water. It	t may move up to 6" if the move is entirely	
Combat	1	within water.			
Support	1				Gel Pa
Save	6+				TAR
CR	3"				had not an
	Dihmok	ζ	Beast	EMPIRE CORE	Cost
"Colerated by the	traders"				5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model n Evasive [C]: Each successful Oran cast by this n Passive [T]: This model may not attack as a Con	nodel cancels two opposing Erac.		
Combat	1				
Support	1				
Save	_				
CR	3"				
	Displac	ed Engu	Тгоор	EMPIRE CORE	Cost 15
	C"	Powerful [C]: Any blows that are landed by this Sea Legs [T]: While on a Boat, this model gains S	model must be saved with a -1 modifier.	ilod A cility Tast)	- )
Movement Combat	6"				
Support	2 1				Stores.
Save					TH
CR	4+ 6"				
	0				
R Folicites	Displac	ed Engu Harpoon	Troop	EMPIRE CORE	Cost
	Displace				25
Movement	6"	Powerful [C]: Any blows that are landed by this Sea Legs [T]: While on a Boat, this model gains S	model must be saved with a -1 modifier. nrefooted[T] (this model may re-roll a fa	iled Agility Test).	
Movement Combat	6" 2	Powerful [C]: Any blows that are landed by this Sea Legs [T]: While on a Boat, this model gains S	model must be saved mith a -1 modifier. urefooted(T) (this model may re-roll a fa	iiled Agility Test).	
		Powerful [C]: Any blows that are landed by this Sea Legs [T]: While on a Boat, this model gains S	model must be saved mith a -1 modifier. urefooted[T][this model may re-roll a fa	iiled Agility Test).	
Combat	2	Powerful [C]: Any blows that are landed by this Sea Legs [T]: While on a Boat, this model gains S	model must be saved mith a -1 modifier. urefooted[T][this model may re-roll a fa	iiled Agiliity Test).	
Combat Support	2 1	Sea Legs [T]: While on a Boat, this model gains S Move Rge CS F	model must be saved mith a -1 modifier. urefooted[T] (this model may re-roll a fa Iarpoon ccurate: Recast up to one failed Combat	iled Agility Test).	

Displace	d Engu Oar	Troop	EMPIRE CORE	Cost 15
6"	before they make their Toughness save roll.			15
	Sea Legs [T]: While on a Boat, this model gains Surefooted	[T] (this model may re-roll a fa	iled Agility Test).	
_				
U				
Distingu	isbed Rabkirii	Civilian	EMPIRE CORE	Cost 40
6"	Master (2) [T]: This model may be accompanied by up to	2 Assistants.		
1	Proud [T]: This model may only be Activated Directly.		ts one Stamina to activate • Confused	
0	orders [A]: The model may select one Enemy Troop with activate it and get it to move and use any Activation ab	n Command Range that bas no ilities it bas as if it was on its s	ot yet been activated this Turn. He may ide. This ability may never be used to	
5+	Combat Trained[C][2] for the remainder of the Turn. · L. Command Range. These may only Move Cautiously for	iy of the land [A]: The model n the remainder of the Turn, an	hay select up to three Enemy Troop within δ may not use any abilities that woulδ	
6"	+2" movement on their Activation that Turn. • Tactics,	Lass! [A]: The model may selec	t one Friendly Troop within Command	
1	count as having been activated. • Up and to the left a litt Ranae. The Troop agins Combat Trained(Cl2) on one Ra	le [A]: The model may select maed Attack on that Turn.	one Friendly Troop within Command	
Elakiim		Troop - Unique	EMPIRE CORE	Cost 10
veror's Imperial (	Postal Service"			10
10"				
2				900 B
1				
5+				STAT
6"				400 60
		Civilian - Unique	EMPIRECORE	Cost
Elder		Civilian - Unique	EMPIRE CORE	Cost 20
Elder as i <sup>g</sup> doing?"	Captain (4) [L]: Activate up to 4 Friend(y Troops or Civ Commander (4) [L]: Activate up to 4 Friend(y or Allied B	lians. lites, Troops, or Civilians.		
Elder as o <sup>g</sup> doing?" 6"	Commander (4) [L]: Activate up to 4 Friendly or Allied E Tactician" [S]: Use immediately after an Activation Com This ability costs two Stamina to use.	lians. lites, Troops, or Civilians. nter has been drawn to return	it to the bag and draw another counter.	
Elder as i <sup>g</sup> boing?" 6" 1	Commander (4) [L]: Activate up to 4 Friendly or Allied E Tactician** [S]: Use immediately after an Activation Com	lians. lites, Troops, or Civilians. nter has been drawn to return	it to the bag and draw another counter.	
Elder as o <sup>g</sup> boing?" 6" 1 0	Commander (4) [L]: Activate up to 4 Friendly or Allied E Tactician" [S]: Use immediately after an Activation Com This ability costs two Stamina to use.	lians. lites, Troops, or Civilians. nter has been drawn to return	it to the bag and draw another counter.	
Elder as i <sup>g</sup> boing?" 6" 1	Commander (4) [L]: Activate up to 4 Friendly or Allied E Tactician" [S]: Use immediately after an Activation Com This ability costs two Stamina to use.	lians. lites, Troops, or Civilians. nter has been drawn to return	it to the bag and draw another counter.	
	6" 2 1 4+ 6" Distingu 6" 1 0 5+ 6" 1 Elakiim scoor's duporial ( 10" 2 1 5+	Pritch (1) [C]: If this model lands a blow on a model of equal before they make their Toughness save roll. Sea Legs [T]: While on a Boat, this model gains Surefooted 1 1 4+ 6' Distinguished Rabkirii 6' Distinguished Rabkirii 6' Distinguished Rabkirii 0 1 Protected (2) [T]: This model may be equipped with 2 0 Master (2) [T]: This model may be equipped with 2 0 Master (2) [T]: This model may be equipped with 2 0 Protected (2) [T]: This model may be equipped with 2 1 Proud [T]: This model may be accompanied by up to 1 Protected (2) [T]: This model may be accompanied by up to 2 1 Proud [T]: This model may select one Enemy Troop with activate it an get it to move and use any Activation orders [A]: The model may select one Enemy Troop with activate it an get it to move and use any Activation of 1 Comman Range. These may only Move Cautously for 1 Comman Range. These may only Move Cautously for 1 Comman Range. These may only Move Cautously for 1 Comman Range. These network of the Turn - 1: Active, Range, who in turn selects 2 other Troop within its Comm 1 Comman Range. These may only Move Cautously for 1 Protect (2) [T]: Ti this model is killed then permanently dis Elakiim Netwer is distring been activated Up and to the left a litt Range. The Troop gains Combat Trained(C)[2) on one Ra Venerated [T]: I'] this model is killed then permanently dis Elakiim	Pitch (i) (C: if this model lands a blow on a model of equal size or smaller then it may in blow they make their Tonghness sare roll. Sea Legi TI: While on a Boat, this model gains Surefooted(TI) (this model may re-roll a feed of the state of the st	Production of the number of

1 Des	Elder Bel	an Rider				Civilian	EMPIRE CORE	Cost 50
"Ponderous trav	ellers of Anyaral"							)0
Movement	6"	Instinctive (0, 2)	F1: This mode	l always cas	ly or Allied Elites, Tr ts at least 2 Oran in d Directly.	combat.	d may move through Small Enemy models.	
Combat	5	Unstoppable [T]: T Venerated [T]: If th Very Tough [S]: Re	7is model is ki	illed then per	manently discard on	Move Cautiously, an e of this player's Init	d may move through Small Enemy models. iative Counters from the pool.	
Support	0	Very 10099 [5]: Ki	e-roli a janeo	10ugijness :	save.			
Save	3+							
CR	4"							
Stamina	3							
	Engineer	Веги			Civil	ian - Unique	EMPIRE CORE	Cost
"If I can just fi	x a fen, mínor glíte	yes"						30
Movement	6"							
Combat	1							
Support	0							
Save	5+							
CR	6"	Move O"	Rge blast	cs 4	Experimental 1 Point Blank: Cast a caught Full Blast.		Stone for the first target of this attack if it is	
1	Enuk					Beast	EMPIRE CORE	Cost 10
"Enuk are sturdy	anð reliable beasts"							10
Movement	10"	Instinctive (0, 1) [T	]: This model	always cast	s at least 1 Oran in 6	combat.		
Combat	2							1
Support	0							
Save	5+							
CR	6"							
1	Enuk No	bilis				Beast	EMPIRE CORE	Cost
"Enuk are sturdy	and reliable beasts"							10
Movement	10"	Instinctive (0, 1) [T	]: This model	always cast	s at least 1 Oran in d	combat.		
Combat	2							A CON
Support	0							The Part
Save	5+							A State of the sta
CR	6"							

<b>NO</b>	Erigan		Beast	EMPIRE CORE	Cost 50
Movement	6"	Instinctive (1, 3) [T]: This model always casts at least 1 Erac Unstoppable [T]: This model moves at full rate even if forc Very Tough [S]: Re-roll a failed Toughness save.		may move through Small Enemy models.	
Combat	5				, // _ <b>a</b>
Support	0				
Save	3+				
CR	6"				
Stamina	3				
	Exotic P	et Merchant	Civilian	EMPIRE CORE	Cost 40
Movement	6"	Slaver (4) [T]: This model may be accompanied by up to 4 S Trainer (2, Slaver(1)) [T]: At the start of the game, up to 2 n Trainer (2 Slavers, Loyalty(Slaver)) [T]: At the start of the	nodels in the force may be giz	ven the Slaver(1) ability.	
Combat	1	Loyalty(Slaver) ability.			
Support	0				
Save	5+				
CR	6"				
	Exotic P	et Trader	Civilian	EMPIRE CORE	Cost 20
Movement	6"	slaver (2) [T]: This model may be accompanied by up to 2 S	laves. Those models gain the	Loyalty[T] ability for this model.	
Combat	1				
Support	0				
Save	5+				
CR	6"				
<b>K</b>	Freedom	Fighter Muri	Elite - Unique	EMPIRE CORE	Cost 40
Movement	Freedom 6"	Captain (2) [L]: Activate up to 2 Friendly Troops or Civili Commander (1) [L]: Activate up to 1 Friendly or Allied Elite Favoured Allies (Casanii) [T]: This model allows you to take	nns. , Troop, or Civilian.		
Movement Combat		Captain (2) [L]: Activate up to 2 Friendly Troops or Civilia Commander (1) [L]: Activate up to 1 Friendly or Alfied Elite Favoured Alfies (Casanii) [T]: This model allows you to take treat each other as being Friendly. Influential (1) [S]: This model bas 1 Coin which may be used	nns. Troop, or Cizilian. models of type Casanii as A before or during the game. Bi	llies. Those models and this model may efore the game you may spend Coins to	
	6"	Captain (2) [L]: Activate up to 2 Friendly Troops or Civilia Commander (1) [L]: Activate up to 1 Friendly or Allied Elite Favoured Allies (Casanii) [T]: This model allows you to take treat each other as being Friendly. Influential (1) [S]: This model has 1 Coin which may be used gain access to fubarnii models that would not normally be a model. The models cost their normal points, but are treated During the game you may spend any remaining Coin as fo	ns. , Troop, or Civilian. , models of type Casanii as A before or during the game. B rvailable. One Coin allows y as the same culture and then llows: Bribery: Spend one C	llies. Those models and this model may efore the game you may spend Coins to ou to recruit either two Troop or one Elite ne as the model they are accompanying. oin when an opponent's Activation	40
Combat	6" 2	Captain (2) [L]: Activate up to 2 Friendly Troops or Civilia Commander (1) [L]: Activate up to 1 Friendly or Allied Elite Favoured Allies (Casanii) [T]: This model allows you to take treat each other as being Friendly. Influential (1) [S]: This model has 1 Coin which may be used gain access to fubarnii models that would not normally be a model. The models cost their normal points, but are treated During the game you may spend any remaining Coin as fo Counter is drawn to choose which model they will activate. three fubarnii models within Command Range gain one Sta	ins. Troop, or Civilian. models of type Casanii as A before or during the game. B rvailable. One Coin allons y as the same culture and then llows: Bribery: Spend one Coin mina.	llies. Those models and this model may efore the game you may spend Coins to ou to recruit either two Troop or one Elite ne as the model they are accompanying. oin when an opponent's Activation	40
Combat Support	6" 2 1	Captain (2) [L]: Activate up to 2 Friendly Troops or Civilia Commander (1) [L]: Activate up to 1 Friendly or Allieb Elite Favoured Allies (Casanii) [T]: This model allows you to take treat each other as being Friendly. Influential (1) [S]: This model has 1 Coin which may be used gain access to fubarnii models that would not normally be a model. The models cost their normal points, but are treated During the game you may spend any remaining Coin as fo Counter is drawn to choose which model they will activate.	ins. , Troop, or Civilian. , models of type Casanii as A before or during the game. B twailable. One Coin allons y as the same culture and then llows: • Bribery: Spend one Coin • Incentives: Spend one Coin mina. one Stamina.	llies. Those models and this model may efore the game you may spend Coins to ou to recruit either two Troop or one Elite ne as the model they are accompanying. oin when an opponent's Activation o during the model's Activation to let up to	40

	Fubarnii	Jenta <sup>Cia</sup>	vilian	EMPIRE CORE	Cost 5
	C"	Untrained [T]: This model may not be Activated Directly.			
Movement	6"				
Combat	1				
Support	1				
Save	6+				
CR	2"				
	Gil Mas	, JAY[ Civilian - U	nique	EMPIRE CORE	Cost 2O
"This particular	species is most unus				20
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Confuse <sup>•</sup> [A]: Select a Beast model within this model's Command Range. The abilities for the rest of the Turn.			1
Combat	1	Travelling Biologist (2) [T]: This model may be accompanied by up to 2 Beapaying the usual points cost. The Beasts count as Allies, but this model tree	ast models selected ats them as Friendl	from any Culture or Theme by 'y.	
Support	0				
Save	5+				
CR	6"				
Stamina	1				
	_ [.				
	Graabin		Beast	EMPIRE CORE	Cost 10
Movement	Graabin 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		EMPIRE CORE	
Movement Combat		Instinctive (0, 1) [TI: This model always casts at least 1 Oran in combat.		EMPIRE CORE	
	6"	Instinctive (0, 1) [TI: This model always casts at least 1 Oran in combat.		EMPIRE CORE	
Combat	6" 2	Instinctive (0, 1) [TI: This model always casts at least 1 Oran in combat.		EMPIRE CORE	
Combat Support	6" 2 1	Instinctive (0, 1) [TI: This model always casts at least 1 Oran in combat.		EMPIRE CORE	
Combat Support Save	6" 2 1 4+	Instinctive (0, 1) [TI: This model always casts at least 1 Oran in combat.		EMPIRE CORE	
Combat Support Save	6" 2 1 4+ 6"	Instinctive (0, 1) [TI: This model always casts at least 1 Oran in combat.	Cautious[y.	EMPIRE CORE	10 Cost
Combat Support Save	6" 2 1 4+ 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 (	Cautious[y.		10
Combat Support Save	6" 2 1 4+ 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 (	Cautious[y.		10 Cost
Combat Support Save CR	6" 2 1 4+ 6" Grenird	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 (	Cautious[y.		10 Cost
Combat Support Save CR	6" 2 1 4+ 6" Стенітд	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 (	Cautious[y.		10 Cost
Combat Support Save CR Movement Combat Support Save	6" 2 1 4+ 6" Grenird ? ? ? ?	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 (	Cautious[y.		10 Cost
Combat Support Save CR Movement Combat Support	6" 2 1 4+ 6" Grenird ? ? ?	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 (	Cautious[y.		10 Cost
Combat Support Save CR Movement Combat Support Save	6" 2 1 4+ 6" Grenird ? ? ? ?	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 (	Cautious[y.		10 Cost

<b>K</b>	Guard C	Creature	Beast	EMPIRE CORE	Cost 15
Movement	6"				
Combat	2				The o
Support	1				E Z P
Save	5+				AB
CR	6"				A A A A A A A A A A A A A A A A A A A
	Guhlain	Civ	ilian - Unique	EMPIRE CORE	Cost
"Raiser of the d	ad"				5
Movement	6"	Untrained [T]: This model may not be Activated Directly.			
Combat	1				
Support	1				( R
Save	6+				Le la
CR	2"				mind
	Head Tr	ader	Civilian	EMPIRE CORE	Cost 20
"Everything is av	aílable for the rízht				20
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians.			
Combat	1				
Support	0				
Save	5+				
CR	6"				
	Herbalis	Civ	ilian - Unique	EMPIRE CORE	Cost 30
"My what a ple	asant smell!"	Aromatherapy" [A]: If the model is not Engaged and has not me	THE THE ADDED TO	ripudla madel mithin Cammand Danae asin	-
Movement	6"	one Stamina. A Friendly model loses the Stamina immediately i Smelling Salts' (S): A Friendly model in base contact with this m	f it moves out of Comm	and Range.	
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 a Unstoppable [T]: This model moves at full rate even if forced Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.		may move through Small Enemy models.	
Combat	4	very rough (s. Re-rol a failed roughness suce.			$\widehat{P}$
Support	1				A
Save	4+				-1/1
CR	6"				telas ted lad
Stamina	2				
	Jalook		Beast	EMPIRE CORE	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action.	two opposing Erac.		
Combat	1	Swim (8) [A]: This model may Move Cautiously through both within water.	shallow and deep water. I	t may move up to 8" if the move is entirely	2
Support	1				
Save	—				
CR	3"				
	Jalook H	Iatchling	Beast	EMPIRE CORE	Cost 5
Movement	Jalook H 8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action.	rfL] ability. two opposing Erac.		5
Movement Combat	-	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive ICI: Each successful Oran cast by this model cancels	rfL] ability. two opposing Erac.		5
,	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both	rfL] ability. two opposing Erac.		5
Combat	8" 1	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both	rfL] ability. two opposing Erac.		5
Combat Support	8" 1	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both	rfL] ability. two opposing Erac.		5
Combat Support Save	8" 1 1 - 3"	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both within water.	er[L] ability. two opposing Erac. shallow and deep water. I	t may move up to 8" if the move is entirely	5
Combat Support Save	8" 1 1 - 3"	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both	rfL] ability. two opposing Erac.		5 °
Combat Support Save	8" 1 1 - 3"	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim [8] [A]: This model may Move Cautiously through both within water. De <b>Trader</b> Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Commander [4] [L]: Activate up to 2 Friendly or Allied Elites, Favoured Allies (Casanii) [T]: This model allows you to take n	er[L] ability. two opposing Erac. shallow and deep water. I Elite – Unique , Troops, or Civilians.	t may move up to 8" if the move is entirely EMPIRE CORE	5 Cost
Combat Support Save CR	8" 1 1 - 3" Jarla Tl	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evastve [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. swim (8) [A]: This model may Move Cautiously through both within water. De Trader Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Commander (4) [L]: Activate up to 2 Friendly or Allied Elites, Favoured Allies (Casanii) [T]: This model allows you to take n treat each other as being Friendly. Instinctive (0, 2) [T]: This model allows casts at least 2 Oran	eriLJ ability. two opposing Erac. shallow and deep water. I Elite – Unique , Troops, or Civilians. nodels of type Casanii as d	t may move up to 8" if the move is entirely EMPIRE CORE	5 Cost
Combat Support Save CR	8" 1 1 - 3" Jarla Tl	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim [8] [A]: This model may Move Cautiously through both within water. Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Commander (4) [L]: Activate up to 2 Friendly Beasts. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Favoured Allies (Casanti) [T]: This model allows you to take n treat each other as being Friendly. Instinctive (0, 2) [T]: This model always casts at least 2 Oran Proud [T]: This model may only be Activated Directly. Trainer (4, Retinue[Jarla The Trader]) [T]: At the start of the Trader] ability.	eri[] ability. two opposing Erac. shallow and deep water. I Elite – Unique , Troops, or Civilians. nodels of type Casanii as A n in combat. game, up to 4 models in th	t may move up to 8" if the move is entirely EMPIRE CORE Allies. Those models and this model may be force may be given the Retinue(jarla The	5 Cost 50
Combat Support Save CR Movement Combat	8" 1 1 - 3" Jarla Tl 5	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive [C]: Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. Swim [8] [A]: This model may Move Cautiously through both within water. De <b>Trader</b> Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Commander (4) [L]: Activate up to 2 Friendly Beasts. Commander (4) [L]: Activate up to 2 Friendly or Alled Elites, Favoured Allies (Casanii) [T]: This model allows you to take u treat each other as being Friendly. Instinctive (0, 2) [T]: This model allows casts at least 2 Oran Proud [T]: This model may only be Activated Directly. Trainer (4, Retinue[Jarla The Trader]) [T]: At the start of the	eri[] ability. two opposing Erac. shallow and deep water. I Elite – Unique , Troops, or Civilians. nodels of type Casanii as A n in combat. game, up to 4 models in th	t may move up to 8" if the move is entirely EMPIRE CORE Allies. Those models and this model may be force may be given the Retinue(jarla The	5 Cost 50
Combat Support Save CR Movement Combat Support	8" 1 1 - 3" Jarla Th 5 0	Critter (1) [L]: Activate up to 1 Friendly model with the Critte Evasive (C): Each successful Oran cast by this model cancels Passive [T]: This model may not attack as a Combat Action. swim (8) [A]: This model may Move Cautiously through both within water. De <b>Trader</b> Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Commander (4) [L]: Activate up to 2 Friendly or Allied Elites, Favoured Allies (Casanii) [T]: This model allows you to take u treat each other as being Friendly. Instinctive (0, 2) [T]: This model allows goas to take a Proud [T]: This model may only be Activated Directly. Trainer (4, Retinue[Jarla The Trader]) [T]: At the start of the Trader) adility. Unstoppadble [T]: This model moves at full rate even if forced	eri[] ability. two opposing Erac. shallow and deep water. I Elite – Unique , Troops, or Civilians. nodels of type Casanii as A n in combat. game, up to 4 models in th	t may move up to 8" if the move is entirely EMPIRE CORE Allies. Those models and this model may be force may be given the Retinue(jarla The	5 Cost 50

	Jaron K	otya Civilian - Uniq	<sup>ue</sup> EMPIRE CORE	Cost
"Gerova Councille	<i>"</i>			20
Movement	6"	Coward [T]: If this model is forced to take a Toughness save then it must imme save on its behalf.	<i>, , , , , , , , , ,</i>	
Combat	1	Influential (3) [5]: This model has 3 Coins which may be used before or during t gain access to fubarnii models that would not normally be available. One Coi model. The models cost their normal points, but are treated as the same cultur	e and theme as the model they are accompanying.	8
Support	1	During the game you may spend any remaining Coins as follows: • Bribery: S Counter is drawn to choose which model they will activate. • Incentives: Spen three fubarnii models within Command Range gain one Stamina.	vend one Coin when an opponent's Activation d one Coin during the model's Activation to let up to	
Save	6+	Untrained [T]: This model may not be Activated Directly.		<b>NOTE</b>
CR	3"			
	Jomdi	Civilian - Uniq	EMPIRE CORE	Cost 30
Movement	6"	Creator (2, Jondi) [T]: This model receives 2 Automata at the start of the gan Refuel' (3) [A]: An adjacent model with the Fuel[T] ability may immediately re	e. The Automata gain Loyalty[T] Jomdi. plenish up to 3 Stamina.	
Combat	1			
Support	1			1 - Alex
Save	6+			
CR	6"			
Stamina	2			
	ковтина	A Bea	EMPIRE CORE	Cost 10
Movement	10"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.		
Combat	2			
Support	0			
Save	5+			
CR	6"			
	IZal	Вес		Cost
	Kol		EMPIRE CORE	5
"Small and m	ílðly annoyíng"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.		
Movement	8"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Er Passive [T]: This model may not attack as a Combat Action.	ас.	20
Combat	1			
Support	1			
Save	—			
				A STATE OF THE PARTY OF THE PAR
CR	3"			The second second

Lody Ireya draft TelirCrafture UtdageEMPIRE CORECore 20"Total function"Constitution of the constitution of the										
$ \begin{array}{ccccc} \begin{tabular}{ c c c c c c c c c c c c c c c c c c c$		Lady Ilre	eya draļ	) Telir			Civilian - Unique	e	EMPIRE CORE	
Macroment       6       user with block       Image: state of the block       Image: state of the provided	"Teralí Councille	<i>"</i>	Courses in if	this model is f.	read to take -	Touchusse	atio those it cannot tomer	Viatola unde	14 adiacoust Prioudly under the store	
Confut       1       inited. The walks can for samely parts, but are back uses are callure and forme and fo	Movement	6"	save on its beha Influential (3) [S	alf. 5]: This model h	as 3 Coins wh	ich may be ı	ised before or during the	e game. Befor	e the game you may spend Coins to	
Shipford     1     three following inside surface communit language gain mere stamman.       Stree     GH       CR     g       Image following TS Table model mage and be Activated Directly.       Through     EMPIRE CORE     Cort       CR     g       Maccontent     10°       Control     3       Support     1       Stree     5+       CR     6°       Maccontent     10°       Control     10°       Support     1       Stree     5+       CR     6°       More Reg     CS       Support     10°       Stree     5+       CR     6°       More Reg     CS       Stree     6°       More Reg     CS       Stree     6°       Stree     6°       Cond Kalliran of the cond fordo to and a Tanglows sace then the net towabddge and gene and gene an the daff       Stree     6°	Combat	1	model. The mod During the gan	)els cost their n ne you may spe	ormal points, end any remai	but are trea ning Coins (	ted as the same culture a as follows: • Bribery: Spei	and theme as ind one Coin	the model they are accompanying. when an opponent's Activation	\$
Size $6_{+}$ Image: CR $3$ Signer to the cost of th	Support	1	three fubarnii n	nodels within C	Command Rav	ae aain one	Stamina.	one Coin dur	ing the model's Activation to let up to	
Image: Second	Save	6+		,						
"Born to the noted?"     More when the noted to "     Image: State of the noted to state of the n	CR	3"								
"Born to the noted?"     More when the noted to "     Image: State of the noted to state of the n	* Later	Liaht Ca	zalrn				Troop	p	EMPIRECORE	Cost
$ \begin{array}{cccc} More whent & 10'' \\ Confbat & 3 \\ Support & 1 \\ Sare & 5+ \\ CR & 6' \\ \hline More & Rg & CS & Spear \\ \hline 10'' & 4'' & 3 \\ \hline More brought for the model is provide under each of the model is provide. The model is provide in the intervent in the difference in the model is provide in the intervent in the intervent in the intervent is provide in the model in the model is provide in the model in the model is provide in the model in the model is provide in the intervent in the intervention in the intervent in the interventing in the inter$	"Born to the sad	0								20
$ \begin{array}{cccc} Combat & g \\ Support & 1 \\ Sarce & 5+ \\ CR & 6^{\circ} & \\ \hline 10^{\circ} & 4^{\circ} & g \\ \hline 10^{\circ} & 1 & g$	- /									
Support       1         Stree       5+         CR       6"         More       Rg       CS       Speritive model for support to be being apper to be being a	Combat									
CR       G <sup>2</sup> More       Rg       CS       Spear         10°       4°       3       Light wapper This Ranged delity may be used are mit the model is Engaged. The model are model does need to disengage (Moreing Cantinus(d) first.       Circultan - Unique       EMPIRE CORE       Cort       Cort       20         ** copie (cancular       Consoler This first model is foreab to take a Toughness sere them it must immediately made an adjacent Friendly model clase the model is Engaged. The model clase the model is engaged that the model is engaged. The model clase the model is a consolent model due to take a Toughness sere them it must immediately mode an adjacent Friendly model clase the model first model is foreab to take a Toughness sere them its themediately mode an adjacent Friendly model clase the model first model is foreab to take a Toughness sere them its themediately mode an adjacent friendly model clase the model first model is so class model may be used before or burning the anne class sere on the first model is provided to the model is so classes with model they are take addles. The models and provide is a training the model is model in the model is foreab to take a Toughness sere them of theme as the model they are accompanythin.       The model is an advacent Friendly model clase the model is a model model in the model is foreab to take a Toughness sere them it must immediately mode and provents the take intermediately model and the model is an advacent Friendly model is an advacent friendly model is the model is an advacent triendly model is a model may on the activate advacent provents attributed in the model may on the activate advacent provents attributed in the advacent provent is attributed in the advacent model in the advacent provent is advacent provent is advacent provent is a	Support	-								
Native       Name       Name       Name       Spectric         10"       4"       3       Light Wappen: This Ranged defiling may be used even if the incided is Engaged. The incided bases need to disengage (Morring Cantinuelog) first.       Cost       20         Image: Spectric       Cord Kaliran of the Amethysist Jiara       Circufian - Unique       EMPIRE CORE       Cost       20         "Surper Constraint"       Constraint       Circufian - Unique       EMPIRE core       Cost       20         "Surper Constraint"       Constraint       Circufian - Unique       EMPIRE core       Cost       20         "Surper Constraint"       Constraint (F)       Circufian - Unique       Empire Sector (F)       Cost       20         "Surper time       Constraint       Constraint (F)       Constraint (F)       Constraint (F)       Constraint (F)       Cost       20         Surper time       Constraint (F)       Constraint (F)       Constraint (F)       Constraint (F)       Constraint (F)       Cost	Save	5+								
IO       4       3       model does need to bisenging (Marring Cautous[9] first.         Image: Construction of the American of the Information Information Information of the Information of the Information of the Information Information Information of the Information of the Information of the Information Information of the Information of Information Informatio	CR	6"	Move	Rge	CS	Spear				
Image: Construction of the product			10"	4"	3					
AMPELDYSSE JIAPA         "Simple Consultar"       Consultar"         Moccement       6"       Consultary in the bold i. Influential (a) ISF This model is a Column which may be used before or during the game. Before the game gon may spend Colus to gain access to future in models that mond on to normally be acadable. One Coin allows gon to recent either two Troop or one Elite model. The models cost their normal points, but are tracted as the same callable. One Coin allows gon to recent either two Troop or one Elite model. The models cost their normal points, but are tracted as the same callable. One Coin allows gon to recent either two Troop or one Elite model. The model cost their normal points, but are tracted as the same callable. One Coin when an opment's Activation During the game gon may spend any remaining. Coins and follows: = briegrey spend one Coin when an opment's Activation three tipharini models while model they util activate Incentrees spend one Coin oburnary on prometic startaria. Untrained TIF This model may not be Activated Directly.         Sarce       64       Elite - Unique       EMPIRE CORE       Cost -10         "Ourseyner of (mosthy) fredy brocks"       Court is forced to take a Toughness sarce then it must immediately make an adjacent Friendly model take the sarce on its foldalf. Proval TIF If this model is forced to take a Toughness sarce then it must immediately make an adjacent Friendly model take the sarce on its foldalf. Proval TIF this model be Activated Directly.         Combat       1       Support       O       Sarce       5+         Support       O       Sarce       5+       Sarce       5+ <td></td> <td></td> <td></td> <td>the</td> <td></td> <td></td> <td>Civilian - Unique</td> <td>e</td> <td>EMPIRE CORE</td> <td></td>				the			Civilian - Unique	e	EMPIRE CORE	
Moreement       6"       Convard [TF: If this model is forced to take a Toughness sare then it must immediately make an adjacent Friendly model take the sare on its behalf.         Combat       1       are one to behalf       are one to behalf.         Support       1       and the principal of this model is forced to take a Toughness sare then it must immediately make an adjacent Friendly model take the sare on the behalf.       and the principal of the prin	"S		st Jiara							20
Contract       1         agina access to fubraring index fubra rough be available. One contailable, cone contail one rouming the game goat may spend cons to game goat models due to more filter model. The models due through be available. One contailable, cone contail one revent either the Troop on one filte model. The models due they individe that are tracted as the same culture and theme as the model they are accompanying. During the game goat may spend are goat models as follows: Brifery Spend one Coin during the model is Activation to let up to Guinter is drawn to choose which model they will activate Incentives: Spend one Coin during the model's Activation to let up to Guinter is drawn to choose which model they will activate Incentives: Spend one Coin during the model's Activation to let up to Guinter is drawn to choose which model they will activate Incentives: Spend one Coin during the model's Activation to let up to Guinter is drawn to choose which model they will activate Incentives: Spend one Coin during the model's Activation to let up to Guinter is drawn to choose which model they will activate Incentives: Spend one Coin during the model's Activation to let up to Untrained TIF if this model is forced to take a Toughness stree then it must immediately make an adjacent Friendly model take the stree on its behalf Provid TIF if this model is forced to take a Toughness stree then it must immediately make an adjacent Friendly model take the stree on its behalf Provid TIF if this model is forced to take a Toughness stree then it must immediately make an adjacent Friendly model take the stree on its behalf Provid TIF if this model is forced to take a Toughness stree then it must immediately make an adjacent Friendly model take the stree on its behalf Provid TIF if this model is forced to take a Toughness stree then it must immediately make an adjacent Friendly model take the stree on its behalf Provid TIF if this	,		save on its beha	alf.		0		U	, .	
Support       1       Counter is brannin to donce infitdy model they will activate Incentives: Spend one Coin during the model's Activation to let up to three fuberniti models within Command Range gain one Stamina. Unit within Command Range gain one Stamina.       Image: Counter is branning the model's Activation to let up to three fuberniti models within Command Range gain one Stamina. Unit within Command Range gain one Stamina.       Image: Counter is branning the model's Activation to let up to three fubernitismediated Directly.         CR       3"       Elite - Unique       EMPIRE CORE       Cost -10         "Ourcoverse of (mostly) freely breaks"       Counter is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its felalf. Proud ITF This model may only be Activated Directly.       Content is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its felalf. Proud ITF This model may only be Activated Directly.         Combat       1       Support       O       Save       Save       Save         Save       5+			gain access to fi model. The mod	ubarnii models Dels cost their n	that would no ormal points,	t normally but are trea	be available. One Čoin a ted as the same culture a	allows you to and theme as	o recruit either two Troop or one Elite s the model they are accompanying.	000
Saze       6+         CR       3"         Martain al Griba       Elite - Unique         EMPIRE CORE       Cost         -10         "Ourveyoer of (moothy) fresh brock"         Mozement       6"         6"       Saze on its felsalf.         Proud [T]: This model is forced to take a Toughness saze then it must immediately make an adjacent Friendly model take the saze on its felsalf.         Proud [T]: This model is forced to take a Toughness saze then it must immediately make an adjacent Friendly model take the saze on its felsalf.         Support       0         Saze       5+	Support	1	Counter is drav	vn to choose w	hich model the	y will activ	ate. • Incentives: Spend o			
Martain al Griba       Elite - Unique       EMPIRE CORE       Cost -10         "Ourruger of (mostly) fresh brocks"       Courad [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.       Control [T]: This model may only be Activated Directly.         Combat       1         Support       0         Save       5+	Save	6+	Untrained [T]:	This model ma	y not be Actiz	vated Direct	[y.			
************************************	CR	3"								
************************************										
"Our vegoer of (mostly) freely broks"       Convard [TE 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 [TE This model may only be Activated Directly.         Combat       1         Support       O         Save       5+		Martain	al Grib	0a			Elite - Unique	e	EMPIRE CORE	
Movement     6"     save on its behalf. Provd [T]: This model may only be Activated Directly.       Combat     1       Support     O       Save     5+	"Purveyor of (n	nostly) fresh droba''								10
Support O Save 5+	Movement	6"	save on its beha	alf.		0	ave then it must immed	)iately make	an adjacent Friendly model take the	
save 5+	Combat	1								A De
	Support	0								
CR 6"	Save	5+								
	CR	6"								A CONTRACTOR

1	Mekkalo	ok Mechanical EMPIRE CORE	Cost O
"Dangerously u	mstable and explosin	Fuel [T]: This model does not recover Stamina during the End Phase.	-
Movement	6"	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.	
Combat	1	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.	
Support	1	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.	
Save	6+	Actack: It is stappens our mig a contact it enos immediately and no olon's are unoeo by enger 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	
CR	Ο"	model loses one Combat Stone and one Support Stone and does not recover Stamina.	
Stamina	3		
	Mekkalo	Wa Mechanical EMPIRE CORE	Cost O
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. Overdrive [C]: Use before combat. Cast one additional Combat Stone.	
Combat	1	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 Ranaed	
Support	1	Attack. If this bappens during a combat it ends immediately and no blows are landed by either side. Untrained [T]: This model may not be Activated Directly.	
Save	6+	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.	
CR	O"		
Stamina	3		
	Militia	Troop EMPIRE CORE	Cost 10
"The local militic	a are an ínvaluable	resource?" Defender [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move	10
Movement	6"	to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.	
Combat	2		
Support	1		Start of
Save	5+		
CR	6"		
	Militia (	Captain Elite EMPIRE CORE	Cost
"In defense of ou	ur homes!"		50
Movement	6"	Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline <sup>*</sup> [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.	
Combat	3	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	<b>A</b>
Support	2	to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.	10 ty 2 1000
Save	5+		1
CR	6"		Carl Children Criston
Stamina	1		

1	Militia Se	ergeant	Elite	EMPIRE CORE	Cost 30
Movement	6"	Captain (4) [L]: Activate up to 4 Friendly Troo Combat Trained (2) [C]: Recast up to 2 failed C Coordinated Strike <sup>*</sup> [A]: Fight a combat against	ombat Stones. Can be used once per con an adjacent Enemy model. Both sides m	ay benefit from Support.	
Combat	3	Defender [S]: If an adjacent Friendly model becc to engage the Enemy model, but must maintain	mes Engaged during the Activation Pha contact with the Friendly model at all t	ise then this model may immediately move imes during the movement.	
Support	2				
Save	5+				
CR	6"				
Stamina	1				
1 MORA	Mounted	Herder Falconer	Troop	EMPIRE CORE	Cost 25
Movement	10"	Falconer (1) [T]: This model is equipped with 1 fa this model. Whistle [T]: This model may double its Comma			
Combat	2				
Support	1				
Save	5+	Move Rge CS F	Iunting Garo		
CR	6"	10" 10" 2 <sup>E</sup>	ushwack: This model may make its Ran Death From Above: This attack ignores I	ged Attack at any point during its move. be Engaged and Obstructed conditions. be used even if the model is Engaged. The autious[y] first.	
			· [.		<u> </u>
	Mounted	Jenta	Civilian	EMPIRE CORE	Cost 20
Movement		) <b>JENTA</b> Beast Handler (1) [L]: Activate up to 1 Friendly		EMPIRE CORE	
Movement Combat		, ,		EMPIRE CORE	
	10"	, ,		EMPIRE CORE	
Combat	10" 2	, ,		EMPIRE CORE	
Combat Support	10" 2 1	, ,		EMPIRE CORE	
Combat Support Save	10" 2 1 5+ 2"	, ,		EMPIRE CORE	20 Cost
Combat Support Save	10" 2 1 5+ 2" Моинted	Beast Handler (1) [L]: Activate up to 1 Friendly	Beast. Elite		20
Combat Support Save CR	10" 2 1 5+ 2" Моинted	Beast Handler (1) [L]: Activate up to 1 Friendly	Beast. Elite 15 or Citrilians. at Stones.	EMPIRE CORE	20 Cost
Combat Support Save CR "In Sefense of ou	10" 2 1 5+ 2" Моинted * homes!" 10"	Beast Handler (1) [L]: Activate up to 1 Friendly Militia Captain Captain (8) [L]: Activate up to 8 Friendly Troop Combat Discipline <sup>1</sup> [C]: Recast any or all Comb Combat Trained [2] [C]: Recast up to 2 failed C Coordinated Strike <sup>1</sup> [A]: Fight a combat against Defender [S]: If an adjacent Friendly model bec	Beast. Elite 18 or Civilians. at Stones. ombat Stones. Can be used once per con an adjacent Enemy model. Both sides m mes Engaged during the Activation Pho	EMPIRE CORE	20 Cost
Combat Support Save CR "In referese of ou Movement	10" 2 1 5+ 2" Моинted * homes!" 10"	Beast Handler [1] [L]: Activate up to 1 Friendly Militia Captain Captain (8) [L]: Activate up to 8 Friendly Troop Combat Discipline <sup>+</sup> [C]: Recast any or all Comb Combat Trained [2] [C]: Recast up to 2 failed C Coordinated Strike <sup>+</sup> [A]: Fight a combat against	Beast. Elite 18 or Civilians. at Stones. ombat Stones. Can be used once per con an adjacent Enemy model. Both sides m mes Engaged during the Activation Pho	EMPIRE CORE	20 Cost
Combat Support Save CR "In sefense of ou Movement Combat	10" 2 1 5+ 2" Моинted x homes!" 10" 3	Beast Handler (1) [L]: Activate up to 1 Friendly Militia Captain Captain (8) [L]: Activate up to 8 Friendly Troop Combat Discipline <sup>1</sup> [C]: Recast any or all Comb Combat Trained [2] [C]: Recast up to 2 failed C Coordinated Strike <sup>1</sup> [A]: Fight a combat against Defender [S]: If an adjacent Friendly model bec	Beast. Elite 18 or Civilians. at Stones. ombat Stones. Can be used once per con an adjacent Enemy model. Both sides m mes Engaged during the Activation Pho	EMPIRE CORE	20 Cost
Combat Support Save CR "In sefense of ou Movement Combat Support	10" 2 1 5+ 2" Моинted * homest" 10" 3 2	Beast Handler (1) [L]: Activate up to 1 Friendly Militia Captain Captain (8) [L]: Activate up to 8 Friendly Troop Combat Discipline <sup>1</sup> [C]: Recast any or all Comb Combat Trained [2] [C]: Recast up to 2 failed C Coordinated Strike <sup>1</sup> [A]: Fight a combat against Defender [S]: If an adjacent Friendly model bec	Beast. Elite 18 or Civilians. at Stones. ombat Stones. Can be used once per con an adjacent Enemy model. Both sides m mes Engaged during the Activation Pho	EMPIRE CORE	20 Cost

	Mounted	) Militia	ı Sergea	nt	Elite	EMPIRE CORE	Cost 40
"In defense of ou	ur homes!"						,
Movement	10"	Combat Trained Coordinated Str	δ (2) [C]: Recast ike* [A]: Fight a	up to 2 fail combat agai	Proops or Civilians. 20 Combat Stones. Can be used once p nst an adjacent Enemy model. Both si become Europed during the Activity		
Combat	3	to engage the Er	nemy model, but	t must main	tain contact with the Friendly model a	n cryase upen this model may immediately model it all times during the movement.	
Support	2						
Save	5+						
CR	6"						
Stamina	1						
	Mounted	Reyad			Elite	EMPIRE CORE	Cost 50
"The Reyad are	: unerríng ín their ac	/		. 1			)0
Movement	10"	Concentrated F Ranged Attacks	ire* [A]: Place a against a тоде	Target Mar l within 2 ir		way from any Friendly models. Any Friendly iled Combat Stone. Remove the Target Marker	at
Combat	3	the end of the ne	ext Combat Pija	ise.			and the second sec
Support	1						
Save	5+						
CR	6"	Move	Rge	CS	Staff Sling		
Stamina	1	3"	18"	2	Accurate: Recast up to one failed C Quick Shot*: Make an additional Ra		
	Mounted	) Reyad	Falcone	er	Elite	EMPIRE CORE	Cost 40
Movement	10"	Captain (4) [L]: Falconer (2) [T]: this model.	Activate up to This model is ea	4 Friendly 7 quipped with	Croops or Civilians. 2 falcons for free at the start of the g	ame. Those models gain the Loyalty[T] ability (	for
Combat	2	Whistle [T]: Thi	is model may do	uble its Con	ımand Range when using Leadership a	abilities.	
Support	1						
Save	5+						
CR	6"	Move	Rge	CS	Hunting Garo Bushwack: This model may make it	ts Ranged Attack at any point during its move.	
	Ū	10"	10"	2	Death From Above: This attack jav	nores the Engaged and Obstructed conditions. 1 may be used even if the model is Engaged. The	
	Mounted	) Trader	,		Civilian	EMPIRE CORE	
"Everything is av	vailable for the right	príce!"					30
Movement	10"	Beast Handler (	2) [L]: Activate	up to 2 Frie	ndly Beasts.		
Combat	1						
Support	0						
Save	5+						
1							And a state of the
CR	6"						

	Muilor (	of Gethlir	Тгоор - Unique	EMPIRE CORE	Cost 5
"Aðventurer."		Untrained [T]: This model may not be Activated Direc	tly.		
Movement	6"				
Combat	1				at at
Support	1				A Company
Save	6+				ASIAN STR
CR	2"				
1 December 1	Muri		Civilian - Unique	EMPIRE CORE	Cost
"Inseparable frov	n Danakan"				Ο
Movement	6"	Loyalty (Danakan) [T]: Select a Friendly Danakan mod within its Master's Command Range this model may b	el in this force at the start of the e activated for free with the Mas	game to be this model's Master. While ter.	
Combat	1				
Support	0				
Save	6+				
CR	3"				
	Mushroo	om Farmer	Civilian	EMPIRE CORE	Cost 5
"Spend their days	e tendíng the noxíou	•• fung;" Gasmask [T]: This model is immune to effects caused b;	n Cloud Templates.		5
Movement	6"	Gasmask [T]: This model is immune to effects caused b Untrained [T]: This model may not be Activated Direc	fly.		
Combat	1				
Support	1				
Save	6+				
CR	Ο"				
	n . [1]		Beast		Cost
1. Ala	Naliks		Denst	EMPIRE CORE	10
Movement	6"	Instinctive (0, 1) [T]: This model always casts at least 1 Pack (0) [L]: This model can be activated by Friendly w Untrained [T]: This model may not be Activated Direc	odels with the Pack[L] ability.		
Combat	1	· · · · · · · · · · · · · · · · · · ·	-		S.C.
Support	0				Contraction of the second
Save	6+				and the
CR	2"				

1. Maria	Olba		Beast	EMPIRE CORE	Cost 5
Movement	4"	Critter (1) [L.]: Activate up to 1 Friendly model with Evasive [C]: Each successful Oran cast by this mode Passive [T]: This model may not attack as a Comba Swim (8) [A]: This model may Move Cautious[9 thr	el cancels two opposing Erac. t Action.	uura uura uu ta 9" if the uura ic outivola	
Combat	1	within water.	<i>huy) 000) shallon and beep water</i> . It	may move up to 8 - if the move is entirely	-
Support	1				
Save	—				States -
CR	3"				
<b>L</b>	Opber il	Consorda	Civilian - Unique	EMPIRE CORE	Cost 2 O
		Coward [T]: If this model is forced to take a Toughn	ess save then it must immediately m	ake an adjacent Friendly model take the	20
Movement	6"	save on its behalf. Influential (3) [S]: This model bas 3 Coins which may aain access to fubarnii models that would not norma			
Combat	1	model. The models cost their normal points, but are During the game you may spend any remaining Co	treated as the same culture and them ins as follows: • Bribery: Spend one Co	e as the model they are accompanying. oin when an opponent's Activation	
Support	1	Counter is drawn to choose which model they will a three fubarnii models within Command Range gain Untrained [T]: This model may not be Activated Di	one Stamina.	during the model's Activation to let up to	AUF
Save	6+		юцу.		ALLA
CR	3"				
	Pagefour	rus	Beast	EMPIRE CORE	Cost
"Small and m	úlðly annoyíng"				5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with Evasive [C]: Each successful Oran cast by this mode Passive [T]: This model may not attack as a Comba	el cancels two opposing Erac.		
Combat	1				
Support	1				
Save	—				
CR	3"				
	Pagefour	rus Rex	Beast	EMPIRE CORE	Cost
"A vícious strea	0.				150
Movement	12"	Aggressive (3) [T]: This model always gets a Combat Agility [T]: This model casts one additional Oran if Ambush [S]: Do not deploy this model initially, but i	it is the target of a Ranged Attack. Th	bis model may re-roll a failed Agility Test.	
Combat	6	6 inches of the marker at the start of a Combat Phas Critter [10] [L]: Activate up to 10 Friendly models + Dodge' [C]: Force your opponent to turn over one si	se then immediately deploy this model vith the Critter[L] ability.		
Support	0	Evasive [C]: Each successful Oran cast by this model Instinctive (5, 0) [T]: This model always casts at lea	el cancels two opposing Erac. st 5 Erac in combat.		
Save	3+	Lunge (3) [C]: Use this model's Combat Action to att. combat. This may be used to attack through obstruc Powerful [C]: Any blows that are landed by this mo	ting models.	ount as adjacent for the duration of the	
CR	9"	Proud [T]: This model may only be Activated Direct Very Tough [S]: Re-roll a failed Toughness save. Wild Animal [T]: This model treats all models as En	ly.	t Action to initiate a combat with the	
Stamina	5	nearest model.			

	Plort		Beast	EMPIRE CORE	Cost 5
Movement	3"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter] Evasive [C]: Each successful Oran cast by this model cancels th			5
Combat	1	Passive [T]: This model may not attack as a Combat Action. Swim (6) [A]: This model may Move Cautiously through both sh within water.	allow and deep water. I	it may move up to 6" if the move is entirely	
Support	1				
Save	5+				69
CR	3"				Charles and the second
	J				
	Polgin		Beast	EMPIRE CORE	Cost 10 for 3
Passíve-azzress	íve waddling anno				
Movement	4"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[1 Evasive [C]: Each successful Oran cast by this model cancels th Passive [T]: This model may not attack as a Combat Action.			
Combat	1	Scatter! (Critter, 1) [C]: This model and any Friendly Critter mo Enemy model may move up to 1". They may not end their mov Swim (4) [A]: This model may Move Cautiously through both sh	vement Engaged with an	1 Енениу.	1
Support	0	swim (4) [A]: 11/15 mooet may Move Cautiously (1/rough both s) within water.	allow and deep water. I	it may move up to 4" If the move is entirely	
Save	_				ANT R
CR	6"	Citre Citre	ilian - Unique		Cast
CR	6" Rahkirii	Olanore <sup>Civi</sup>	ilian - Unique	EMPIRE CORE	Cost 50
CR		Engineer [1] [L]: Activate up to 1 Friend[y Contraption. Commander (2) [L]: Activate up to 2 Friend[y or Allied Elites, T	roops, or Civilians.	EMPIRE CORE	Cost 50
(Q)	Rahkirii	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar	roops, or Civilians. tion item. tants.	EMPIRE CORE	
Movement	Rabkirii 6"	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may only be Activated Directly. Resourceful (2) [S]: This model gains 2 of the Activation abilitie	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos	sts one Stamina to activate • Confused	
Movement Combat	Rabkirii <sup>6"</sup> 1	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Alfied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may be Activated Directly. Resourceful (2) [S]: This model gains 2 of the Activation abilities orders [A]: The model may select one Enemy Troop within Com activate it and get it to move and use any Activation abilities i initiate combat I can teach it tricks! [A]: The model may select	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that has m t has as if it was on its s one Friendly Beast with	sts one Stamina to activate · Confused ot yet been activated this Turn. He may side. This ability may never be used to bin Command Range. The Beast gains	
Movement Combat Support	Rabkirii 6" 1 0	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may be Activated Directly. Resourceful (2) [S]: This model gains 2 of the Activation abilities orders [A]: The model may select one Enemy Troop within Com activate it and get it to move and use any Activation abilities it initiate combat I can teach it tricks! [A]: The model may select Combat Trained(C)[2] for the remainder of the Turn Lay of th Command Range. These may only Move Cautiously for the ret increase their movement Over There! [A]: The model may select	'roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that bas n t has as if it was on its s one Friendly Beast with be land [A]: The model n mainder of the Turn, ar ect one Friendly Toron.	sts one Stamina to activate - Confused ot yet been activated this Turn. He may side. This ability may never be used to bin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop aans	
Movement Combat Support Save	Rabkirii 6" 1 0 5+	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may only be Activated Directly. Resourceful (2) [S]: This model may only be Activated Directly. Resourceful (2) [S]: This model may select one Enemy Troop within Com activate it and get it to move and use any Activation abilities in initiate combat. I can teach it tricks [A]: The model may select Combat Trained[C]2] for the remainder of the Turn. • Lay of the Command Range. These may only Move Cautiously for the re- increase their movement. • Over There[IA]: The model may select +2" movement on their Activation that Turn. • Tactics, Lass [L]. Range, who in turn selects 2 other Troop within its Command Fa	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that has nu t has as if it was on its s one Friendly Beast with fee land 1A; Tpe model mainder of the Turn, ar ect one Friendly Troop A; The model may select Sange. These may immus; The model may select	sts one Stamina to activate - Confused ot yet been activated this Turn. He may side. This ability may never be used to fin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop gains t one Friendly Troop within Command ediately Move Cantiously. This does not	
Movement Combat Support Save CR	Rabkirii 6" 1 0 5+ 6"	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may only be Activated Directly. Resourceful (2) [S]: This model may select one Enemy Troop within Com activate it and get it to move and use any Activation abilities initiate combat. • I can teach it tricks! [A]: The model may select Combat Trained(C])2] for the remainder of the Turn. • Lay of the Command Range. These may only Move Cautiously for the re- increase their movement. • Over There! [A]: The model may sel- +2" movement on their Activation that Turn. • Tactics, Lass []. Range, who in turn selects 2 other Troop within is Command Fi	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that has nu t has as if it was on its s one Friendly Beast with fee land 1A; Tpe model mainder of the Turn, ar ect one Friendly Troop A; The model may select Sange. These may immus; The model may select	sts one Stamina to activate - Confused ot yet been activated this Turn. He may side. This ability may never be used to fin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop gains t one Friendly Troop within Command ediately Move Cantiously. This does not	50 Cost
Movement Combat Support Save CR Stamina	Rabkirii 6" 1 0 5+ 6" 1	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Arr Proud [T]: This model may be accompanied by up to 3 Rar Resourceful (2) [S]: This model may be Activated Directly. Resourceful (2) [S]: This model may select one Enemy Troop within Com activate it and get it to move and use any Activation abilities initiate combat. •1 can teach it tricks[]A]: The model may select Combat Trained[C][2] for the remainder of the Turn. • Lay of t Command Range. These may only Move Cautiously for the re- increase their movement. • Over There! [A]: The model may sel ex2" movement on their Activation that Turn. • Tactics, Lass []. Range, who in turn selects 2 other Troop within its Command F count as baving been activated. • Up and to the left a little [A] Ranae: The Troon aains Combat Trained[C][2] on one Ranaed A	toops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that bas n t bas as if it was on its s one Friendly Beast wit be land IA: The model may select ange. These may imm I: The model may select stack on that Twm. Beast	sts one Stamina to activate · Confused ot yet been activated this Turn. He may side. This ability may never be used to fin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop gains t one Friendly Troop within Command ediately Move Cantiously. This does not one Friendly Troop within Command	50
Movement Combat Support Save CR Stamina	Rabkirii 6" 1 0 5+ 6" 1 Ratibka	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may only be Activated Directly. Resourceful (2) [S]: This model may be activated Directly. Resourceful (2) [S]: This model may be activated Directly. Resourceful (2) [S]: This model may select one Enemy Troop within Com activate it and get it to move and use any Activation abilities in initiate combat 1 can teach it tricks! [A! The model may select Combat Trained]C](2) for the remainder of the Turn Lay of th Command Range. These may only Move Cautiously for the re- increase their movement Over There! [A]: The model may select -2" movement on their Activation that Turn Tactics, Lass! [. Range, who in turn selects 2 other Troop within its Command F count as baving been activated Up and to the left a little [A] Ranae. The Troor acins Combat Trained[C][2] on one Ranaed d Critter (1) [L]: Activate up to 1 Friendly model with the Critter[1] Evasive [C]: Each successful Oran cast by this model cancels to passive [T]: This model may not attack as a Combat Action.	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that has n t has as if it was on its s one Friendly Beast with be land [A: The model n mainder of the Turn, an lect one Friendly Troop A: The model may select Xitack on that Turn. Beast L] ability. ro opposing Erac.	sts one Stamina to activate - Confused ot yet been activated this Turn. He may side. This ability may never be used to bin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop gains at one Friendly Troop within Command ediately Move Cautiously. This does not one Friendly Troop within Command <b>EMPIRE CORE</b>	50 Cost 5
Movement Combat Support Save CR Stamina	Rabkirii 6" 1 0 5+ 6" 1 Ratibka	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Rar Proud [T]: This model may only be Activated Directly. Resourceful (2) [S]: This model may only be Activated Directly. Resourceful (2) [S]: This model may select one Enemy Troop within Com activate it and get it to move and use any Activation abilities i initiate combat I can teach it tricks! [A]: The model may select Combat Trained[C][2] for the remainder of the Turn Lay of th Command Range. These may only Move Cautiously for the re- increase their movement Over There! [A]: The model may select -2" movement on their Activation that Turn Tactics, Lass! [. Range, who in turn selects 2 other Troop within its command F count as baving been activated Up and to the left a little [A Ranae: The Troop aains Combat Trained(C)[2] on one Ranaed 7 Critter (1) [L]: Activate up to 1 Friendly model with the Critter[] Evasive [C]: Each successful Oran cast by this model cancels to	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that has n t has as if it was on its s one Friendly Beast with be land [A: The model n mainder of the Turn, an lect one Friendly Troop A: The model may select Xitack on that Turn. Beast L] ability. ro opposing Erac.	sts one Stamina to activate - Confused ot yet been activated this Turn. He may side. This ability may never be used to bin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop gains at one Friendly Troop within Command ediately Move Cautiously. This does not one Friendly Troop within Command <b>EMPIRE CORE</b>	50 Cost 5
Novement Combat Support Save CR Stamina	Rabkirii 6" 1 0 5+ 6" 1 Ratibka ibly annoying" 6"	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may select one Enemy Troop within Com activate it and get it to more and use any Activation abilities orders [A]: The model may select one Enemy Troop within Com activate it and get it to more and use any Activation abilities initiate combat 1 can teach it tricks [A]: The model may select Combat Trained[C][2] for the remainder of the Turn Lay of th Command Range. These may only More Cautiously for the re- increase their movement Over There! [A]: The model may sel- ext movement on their Activation that Turn Tactics, Lass []. Range, who in turn selects 2 other Troop within its Command F count as baring been activated Up and to the left a little [A] Ranae. The Troon aains Combat Trained(C][2] on one Ranaed <i>A</i> Critter [1] [L]: Activate up to 1 Friendly model with the Critter] Evasive [C]: Each successful Oran cast by this model cancels tu Passize [T]: This model may not attack as a Combat Action. Smim [8] [A]: This model may More Cautiously through both sh	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that has n t has as if it was on its s one Friendly Beast with be land [A: The model n mainder of the Turn, an lect one Friendly Troop A: The model may select Xitack on that Turn. Beast L] ability. ro opposing Erac.	sts one Stamina to activate - Confused ot yet been activated this Turn. He may side. This ability may never be used to bin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop gains at one Friendly Troop within Command ediately Move Cautiously. This does not one Friendly Troop within Command <b>EMPIRE CORE</b>	50 Cost 5
Movement Combat Support Save CR Stamina Stamina CR Stamina	Rabkirii 6" 1 0 5+ 6" 1 Ratibka toly annoying" 6" 1	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, T Contraption (1) [S]: This model may be equipped with 1 Contrapt Master (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may be accompanied by up to 3 Assist Protected (3) [T]: This model may select one Enemy Troop within Com activate it and get it to more and use any Activation abilities orders [A]: The model may select one Enemy Troop within Com activate it and get it to more and use any Activation abilities initiate combat 1 can teach it tricks [A]: The model may select Combat Trained[C][2] for the remainder of the Turn Lay of th Command Range. These may only More Cautiously for the re- increase their movement Over There! [A]: The model may sel- ext movement on their Activation that Turn Tactics, Lass []. Range, who in turn selects 2 other Troop within its Command F count as baring been activated Up and to the left a little [A] Ranae. The Troon aains Combat Trained(C][2] on one Ranaed <i>A</i> Critter [1] [L]: Activate up to 1 Friendly model with the Critter] Evasive [C]: Each successful Oran cast by this model cancels tu Passize [T]: This model may not attack as a Combat Action. Smim [8] [A]: This model may More Cautiously through both sh	roops, or Civilians. tion item. tants. re[T] models. s below. Each ability cos mand Range that has n t has as if it was on its s one Friendly Beast with be land [A: The model n mainder of the Turn, an lect one Friendly Troop A: The model may select Xitack on that Turn. Beast L] ability. ro opposing Erac.	sts one Stamina to activate - Confused ot yet been activated this Turn. He may side. This ability may never be used to bin Command Range. The Beast gains nay select up to three Enemy Troop within nd may not use any abilities that would within Command Range. That troop gains at one Friendly Troop within Command ediately Move Cautiously. This does not one Friendly Troop within Command <b>EMPIRE CORE</b>	50 Cost 5

	Reyad	Elite EMPIRE CORE	Cost 40
"The Reyad ar	e unerríng ín their s		40
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	uje eno of uje next Combut Pluse.	1
Support	1		179
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.	
Combat	1	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.	J
Support	1		CO THE REAL
Save	_		ALL CON
CR	3"		
<b>N</b>	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.	-
Combat	1	Ranger [T]: This model may move over difficult terrain without Moving Cautiously.	
Support	1		6
Save	—		· Yak
CR	3"		
1	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.	
Combat	2	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	
Support	1	wodel loses one Combat Stone and one Support Stone and does not recover Stamina.	
	_		C
Save	5+		And Top and
CR	3"		
Stamina	1		

1	Slaimor	Herder	Troop	EMPIRE CORE	Cost 15
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Gasmask [T]: This model is immune to effects caused by Cloud Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" dire			
Combat	2				
Support	1				
Save	5+				
CR	6"				
	slaimor	Jenta	Beast	EMPIRE CORE	Cost 15
Movement	8"	Gasmask [T]: This model is immune to effects caused by Cloud Persistent [T]: Do not remove this model when disabled, the mo Safety Valve [1] [T]: If this model has 1 Stamina when a Combe	del continues to gain Stam It Counter is drawn then i	t immediately uses the Vent[A] ability.	
Combat	1	Vent <sup>7</sup> [A]: Place a 3 inches Cloud Template over the model. All model loses one Combat Stone and one Support Stone and does	models count as Stunned n not recover Stamina.	vhile in the Cloud Template. A Stunned	
Support	1				
Save	6+				And And
CR	3"				
Stamina	1				
	Slinger		Troop	EMPIRE CORE	Cost 15
"Oranm from t	the most experience	d of herders"			)
Movement	6"				
Combat	1				K .
Support	1				
Save	6+				- Aline
CR	6"	Move Rge CS Staff Sling			
		3" 18" 2			
1	TarGre	e	Object	EMPIRE CORE	Cost 5
Movement	4"	Loyalty (Noble) [T]: Select a Friendly Noble model in this force Master's Command Range this model may be activated for fre	at the start of the game to e with the Master.	be this model's Master. While within its	-
Combat	1				n C-7
Support	1				XLJ
Save	6+				() EF SA
CR	1"				

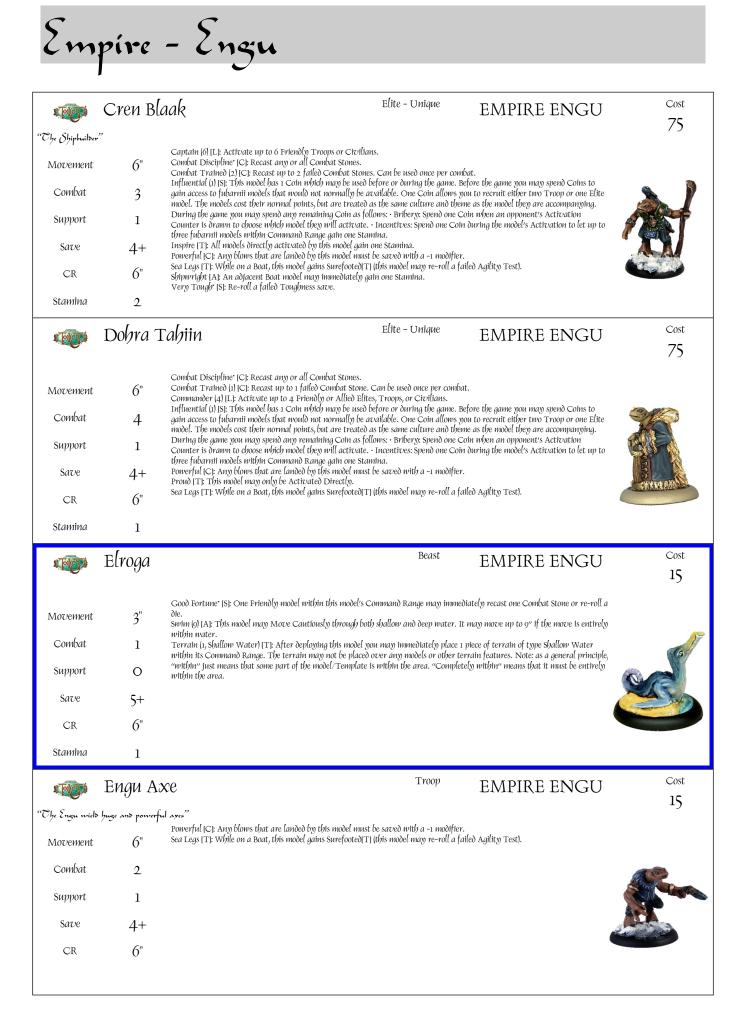
<b>NO</b>	Tarboeeı	1	Beast	EMPIRE CORE	Cost 60
Movement	10"	Always On The Move (6) [T]: When activated, this model must move an Flying [T]: This model may move over Enemy models as long as it has su forced to Move Cautious[y. Graft [A]: Immediately after this model's Basic Movement, select one Sma	fficient moveme	ent. It may also move at full rate even if	
Combat	4	movement Place the model adjacent to this model		is contacted by this model our my that	C
Support	0	Instituctive (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 Cre Very Tough [S]: Re-roll a failed Toughness save.	w.		
Save	4+	very rough (s. Re-rol a fanco roughness sace.			The second se
CR	12"				9 885 <u>8</u> 3.
Stamina	1				
1	Terali Po	progal	Beast	EMPIRE CORE	Cost 60
Movement	6"	Instinctive (2, 2) [T]: This model always casts at least 2. Erac and 2. Oran Proud [T]: This model may only be Activated Directly. Unstoppable [T]: This model moves at full rate even if forced to Move C. Very Tough [S]: Re-roll a failed Toughness save.	1 in combat. autiously, and n	nay move through Small Enemy models.	
Combat	5	very 10000 [s]: ke-rol a faneo 10000ness sace.			E.
Support	1				- V
Save	3+				200
CR	6"				tear the second s
Stamina	3				
	Tokki		Beast	EMPIRE CORE	Cost
					5
"Small and mi	ílðly annoying"				5
"Small and mi Movement	iloly annoying" 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 opposin Passive (T): This model may not attack as a Combat Action.	g Erac.		5
	/ / -	Evasive ICI: Each successful Oran cast by this model cancels two opposin	g Erac.		5
Movement	8"	Evasive ICI: Each successful Oran cast by this model cancels two opposin	g Erac.		5
Movement Combat	8" 1	Evasive ICI: Each successful Oran cast by this model cancels two opposin	g Erac.		5
Movement Combat Support	8" 1	Evasive ICI: Each successful Oran cast by this model cancels two opposin	g Erac.		5
Movement Combat Support Save	8" 1 1 -	Evasive ICI: Each successful Oran cast by this model cancels two opposin	g Erac. Beast	EMPIRE CORE	5 S Cost 10
Movement Combat Support Save	8" 1 1 - 3"	Evasive ICI: Each successful Oran cast by this model cancels two opposin	g Erac.		Cost
Movement Combat Support Save CR	8" 1 1 - 3" Токи	Evasive [C]: Each successful Oran cast by this model cancels two opposin Passive [T]: This model may not attack as a Combat Action. Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	g Erac.		Cost
Movement Combat Support Save CR	8" 1 1 - 3" Токи 8"	Evasive [C]: Each successful Oran cast by this model cancels two opposin Passive [T]: This model may not attack as a Combat Action. Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	g Erac.		Cost
Movement Combat Support Save CR CR Movement Combat	8" 1 1 - 3" Тоќи 8" 2	Evasive [C]: Each successful Oran cast by this model cancels two opposin Passive [T]: This model may not attack as a Combat Action. Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	g Erac.		Cost
Movement Combat Support Save CR CR Movement Combat Support	8" 1 1 - 3" Тоќи 8" 2 1	Evasive [C]: Each successful Oran cast by this model cancels two opposin Passive [T]: This model may not attack as a Combat Action. Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	g Erac.		Cost

s contraction of the second	Toloran	Bea	ast	EMPIRE CORE	Cost 10
"A popular choic	e for the most ren	onmed stables of Gar Loren"			10
Movement	10"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.			
Combat	2				
Support	0				
Save	5+				
CR	6"				
	Tor el A	.NAriin Civilian - Uniq	ие	EMPIRE CORE	Cost
"Grand Lanak .	of Enípel"				50
Movement	8"	Coward [T]: If this model is forced to take a Toughness save then it must imm save on its behalf. Influential (3) [S]: This model has 3 Coins which may be used before or during t	be game. Befc	re the game you may spend Coins to	
Combat	2	gain access to fubarnii models that would not normally be available. One Coi model. The models cost their normal points, but are treated as the same cultur During the game you may spend any remaining Coins as follows: • Bribery: S	e and theme a	is the model they are accompanying.	
Support	1	Counter is drawn to choose which model they will activate. • Incentives: Spen three fubarnii models within Command Range gain one Stamina.	d one Coin du	ring the model's Activation to let up to	OR H
Save	4+	Proud [T]: This model may only be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.			
CR	6"				
Stamina	1				
	Trader	Civili	an	EMPIRE CORE	Cost 20
"Everything is av	aílable for the rízl				20
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.			
Combat	1				
Support	0				
Save	5+				
CR	6"				
	Trader	Jenta Civili	an	EMPIRE CORE	Cost
					15
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast.			
Combat	1				
Support	0				
Save	5+				NH4
CR	6"				

	Trepain	Beast EMPIRE CORE	Cost 40
Movement	6"	Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat. Very Tough [S]: Re-roll a failed Toughness save.	
Combat	4		
Support	О		
Save	3+		
CR	6"		
Stamina	1		
1	Trila	Beast EMPIRE CORE	Cost 5
Movement	4"	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		(O)
Support	0		Re
Save	6+		and the second s
CR	1"		2 ser
	Ulsino P	el 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	
Combat	1	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	X
Support	1	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.	
Save	6+	Untrained [T]: This model may not be Activated Directly.	
CR	3"		
	Urchin	Civilian EMPIRE CORE	Cost 5
		Beast Handler (1) II.1: Activate up to 1 Friendly Beast.	j
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+		

	Urchin	Gang Leader	Civilian	EMPIRE CORE	Cost 10
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Fri Evasive [C]: Each successful Oran cast by Gang [2] [L]: Activate up to 2 Friendly m Trainer (3, Gangl1)] [T]: At the start of the	ndly Beast. ) this model cancels two opposing Erac. odels with the GangIL ability. game, up to 3 models in the force may be give	n the Gang(1) ability.	
Combat	1				ast lines
Support	1				E.
Save	6+				
CR	3"	Move Rge CS	Throw Stones		
		6" 6" 2			
	Urchin	Pet	Beast	EMPIRE CORE	Cost 5
Movement	10"	Evasive [C]: Each successful Oran cast by	this model cancels two opposing Erac.		j
Combat	1				
Support	1				SA SE
Save	6+				
CR	2"				
		ſ	Civilian - Unique		Cost
	Urson a	h Crem	Crontan - Ornque	EMPIRE CORE	
"Assistant to N	1artaín al Gríba''	Assistant [T]: This model is allocated a M	ister at the start of the game and will always		5
Assistant to A Movement			ister at the start of the game and will always inge.		
	1artaín al Gríba''	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra	ister at the start of the game and will always inge.		
Movement	1artain al Griba" 6"	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra	ister at the start of the game and will always inge.		
Movement Combat	1artaín al Gríba" 6" 1	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra	ister at the start of the game and will always inge.		
Movement Combat Support	1artaín al Gréba'' 6" 1 1	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra	ister at the start of the game and will always inge.		
Movement Combat Support Save	1artaín al Griba' 6" 1 1 6+	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra	ister at the start of the game and will always inge.		
Movement Combat Support Save	1artaín al Griba' 6" 1 1 6+	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra	ister at the start of the game and will always inge.		
Movement Combat Support Save	1artain al Griba' 6" 1 1 6+ 2"	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra Untrained [T]: This model may not be Act Instinctive (0, 1) [T]: This model always co Pack (0) [L]: This model always co	ister at the start of the game and will always inge. ivated Directly. Beast Ists at least 1 Oran in combat. v Friendly models with the PackIL1 ability.	activate for free when his Master is	5 Cost
Movement Combat Support Save CR	Iartain al Griba' 6" 1 1 6+ 2" Vareen	Assistant [T]: This model is allocated a Ma activated so long be is in his Command R Untrained [T]: This model may not be Act Instinctive (0, 1) [T]: This model always c	ister at the start of the game and will always inge. ivated Directly. Beast Ists at least 1 Oran in combat. v Friendly models with the PackIL1 ability.	activate for free when his Master is	5 Cost
Movement Combat Support Save CR CR Movement	Iartain al Griba' 6" 1 1 6+ 2" Vareen	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra Untrained [T]: This model may not be Act Instinctive (0, 1) [T]: This model always co Pack (0) [L]: This model always co	ister at the start of the game and will always inge. ivated Directly. Beast Ists at least 1 Oran in combat. v Friendly models with the PackIL1 ability.	activate for free when his Master is	5 Cost
Movement Combat Support Save CR CR Movement Combat	Гателіп al Griba' 6" 1 1 6+ 2" Vareen 6" 1	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra Untrained [T]: This model may not be Act Instinctive (0, 1) [T]: This model always co Pack (0) [L]: This model always co	ister at the start of the game and will always inge. ivated Directly. Beast Ists at least 1 Oran in combat. v Friendly models with the PackIL1 ability.	activate for free when his Master is	5 Cost
Movement Combat Support Save CR CR Movement Combat Support	Гаттайп al Griba' 6" 1 1 6+ 2" Vareen 6" 1 0	Assistant [T]: This model is allocated a Ma activated so long he is in his Command Ra Untrained [T]: This model may not be Act Instinctive (0, 1) [T]: This model always co Pack (0) [L]: This model always co	ister at the start of the game and will always inge. ivated Directly. Beast Ists at least 1 Oran in combat. v Friendly models with the PackIL1 ability.	activate for free when his Master is	5 Cost

	Vorall Ji	vice Bar	Beast	EMPIRE CORE	Cost
"Carrying the fiv	nest juices in Gar L				30
Movement	6"	Instinctive (1, 2) [T]: This model always casts at least 1 E Juicebar [T]: Any non-Beast model that starts its Activat Cautiously this Turn.	ion adjacent to this model may	0 0 0	
Combat	4	Persistent [T]: Do not remove this model when disabled, t Powerful [C]: Any blows that are landed by this model m Untrained [T]: This model may not be Activated Directly	1st be saved with a -1 modifier.	nina.	Rent
Support	0		,-		NAK -
Save	2+				
CR	2"				additional Statements.
	Wafter		Troop	EMPIRE CORE	Cost 15
Movement	6"	Fan (3, 2) [A]: Cast 3 Combat Stones. Move a Cloud Tem	olate that this model is touching	9 2" directly away for each success.	
Combat	2				
Support	1				<b>W</b>
Save	5+				
CR	6"				
	Young C	Gil	Civilian - Unique	EMPIRE CORE	Cost 10
"Making nen• fr	ríends noberever be z				
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Travelling Biologist (1) [T]: This model may be accompan the usual points cost. The Beast counts as Allies, but this	ed by up to 1 Beast model select model treats it as Friendly.	ted from any Culture or Theme by paying	
Combat	1				Č.
Support	0				
Save	6+				
CR	2"				Alexand
	Zhontaii	n al Griba	Elite - Unique	EMPIRE CORE	Cost -10
"Distinguished e	entrepreneur and juic				10
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Coward [T]: If this model is forced to take a Toughness so save on its behalf.	ve then it must immediately w	nake an adjacent Friendly model take the	
Combat	1	Proud [T]: This model may only be Activated Directly.			
Support	0				<b>F</b>
Save	5+				
CR	6"				Construction of the second



Engu Councillor Civilian - Elite EMPIRE ENGU	<sup>Cost</sup> 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) [5]: This model bas 1 Coin which may be used before or during the game. Before the game you may spend Coins to Combat 4 gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two Troop or one Elite	610
Support       1         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	
Save 4+ 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.	
CR $6''$ Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).	
Stamina 1	
Engu Draal Troop EMPIRE ENGU	Cost
"Some Kapa will tolerate the young Draals"	10
Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test). Mozvement 6"	
Combat 2	
Support 1	
save 4+	
CR 6"	
Engu Garosa Elite EMPIRE ENGU	Cost
"The most loyal of the Kapa's even"	40
Movement 6" Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians. Combat Discipline <sup>*</sup> [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.	
Combat 3 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. Powerful IC: Any blows that are landed by this model must be saved with a -1 modifier.	
Support 1 Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).	
save 4+	
CR 6"	and the second s
Stamina 1	
Engu Harpoon Troop EMPIRE ENGU	Cost
"Flob it steady and I can skewer this beast!"	25
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+	0
CR 6" Move Rge CS Harpoon	

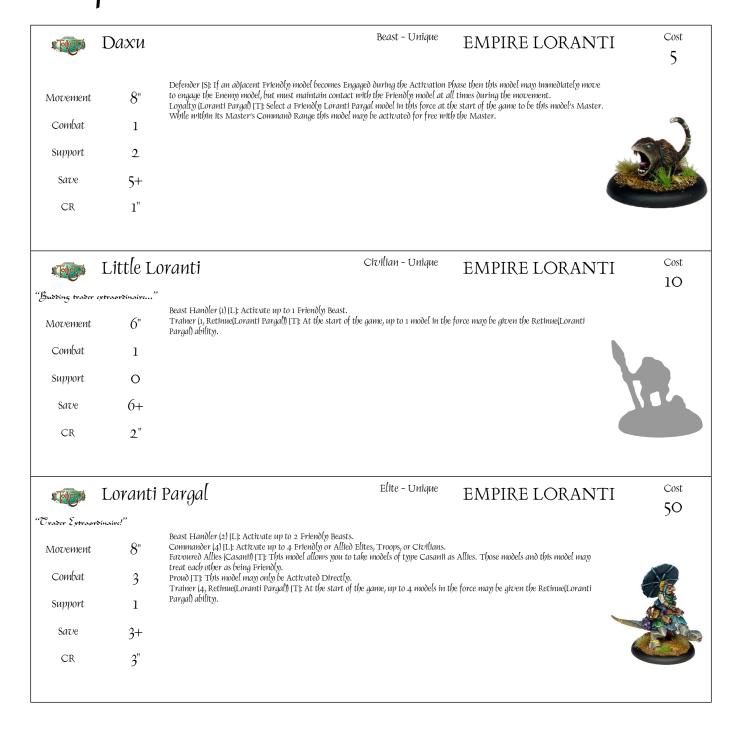
	Епди	Кара	a				Elite	E	MPIRE ENGU	J	<sup>zost</sup> 75
"It was so buze	ít nearly sn.					_				/	J
Movement	6"	Ca	ombat Disciplin ombat Trained	e* [C]: Recast a (2) [C]: Recast 1	ny or all C 1p to 2 faile	roops or Civilians. ombat Stones. d Combat Stones. C this model must be					
Combat	4					ns Surefooted[T] (th			lity Test).		
Support	1										4
Save	4+	-									
CR	6"										
Stamina	2										
	Епди	Oar					Troop	E	MPIRE ENGU	J	Cost 15
Movement	6"	be	fore they make	their Toughnes	s save roll.	nodel of equal size o ns Surefooted[T] (th		<i>U</i> .	model up to 1" in any direction lity Test).		
Combat	2										æ.
Support	1										
Save	4+	-									
CR	6"										
	Keeva	a and	) Yukra	เท			Elite - Unique	E	MPIRE ENGU	J	Cost O
Movement	10	" то Са	odeľ may not be autiously.	enefit from Sup	port but ca	sts 1 additional Com	bat Stone. This abil	lity may not l	ed using its Basic Movement. T be used if this model had to Mov		
Combat	3	Fa		Tabela) [T]: Thi		д Combat Stones. С ws you to take тод			se models and this model may ti	reat 🔨	
Support	1	Pa Pa	ick (2) [L]: Actiz ick Hunter [C]:	vate up to 2 Fri This model pro	wides one a	ls with the Pack[L] a dditional Combat St	one if supporting a	nother model	with Pack Hunter[C].		
Save	4+		vim (5) [A]: This ithin water.	movel may Mi	ive Caution	isiyi inrougn both sh	anow ano oeep wat	ter. It may m	ove up to 5" if the move is entit		R
CR	6"		Move	Rge	CS	sling					
			5"	8"	2	0	up to one failed Co	ombat Stone fo	or this attack.		
<b>NOT</b>	Keeva Days		) Yukra	ın (Earl	Ŋ	Civilian -	Elite - Unique	E	MPIRE ENGU	J	cost O
Movement	10	" тс Сс	odel may not be autiously.	enefit from Sup	port but ca	sts 1 additional Com	bat Stone. This abil	lity may not l	ed using its Basic Movement. I be used if this model had to Mov	This ve	
Combat	3	Sol	lo [T]: If this m	odel is Activate	d Directly	Combat Stone. Car ben after it has act usha through both sh	ivated you may ret	turn one of yo	our Initiative Counters to the p ove up to 5" if the move is entit	pool.	
Support	1		ithin water.	mooel may 101	ice Cantiloi	151.9 (1)TO10497 (1009) 81)	anon ano beep wat	wr. ii may m	oce up to 5 in the mode is entit		
1										Start Start	States a
Save	4+	-									
Save CR	4+ 6"		Move	Rge	CS	Sling					

	Tabela	Beast EMPIRE ENGU	Cost 30
"No beast is as	loyal as a Tahel	a to its master"	2
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 Cautionsly.	
Combat	3	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.	
Support	1	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.	
Save	4+		
CR	6"		
"Expertly trained	Tabela _		Cost 15
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	2	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	a la company
Support	1	within water.	
Save	5+		
CR	6"		

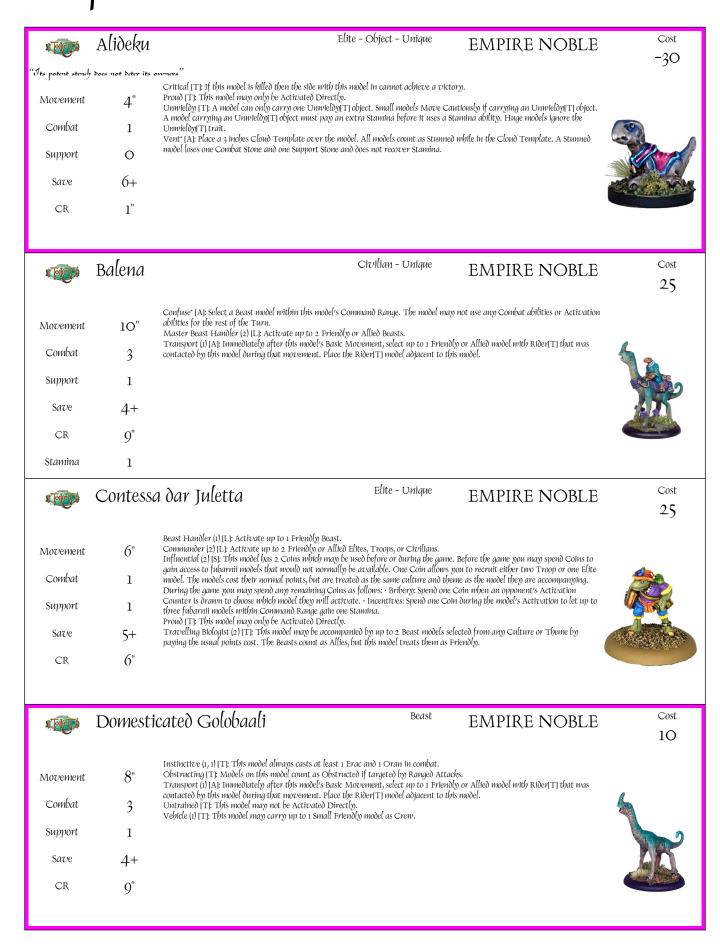
5		- Knight	<b>^</b>			
cm	pire	- Junisyt	5			
1	Captain	Danomar	Elite - Uniqu	e	EMPIRE KNIGHTS	Cost 150
"I cannot stand	by and watch the sl	0/	a diamat Transmanudal Naithan sida		hought from Summert	1)0
Movement	8"	Assassinate" [A]: Fight a combat against a Captain (8) [L]: Activate up to 8 Friendly Charge (1) [A]: Fight a combat against an workel way not beyefit from Support but	Troops or Civilians. adjacent Enemy immediately after thi	s mod	venent from support. el bas moved using its Basic Movement. This may not be used if this model bad to Move	
Combat	4	Cautiously. Combat Discipline* [C]: Recast any or all		монну		
Support	2	Combat Trained (2) [C]: Recast up to 2 fa Momentum [S]: Gain one Stamina and m Powerful Charge [T]: If this model ends it	ove up to 2 inches if this model destroy	, ys anc		- Second Second
Save	3+	lany blows that are landed by this model in				
CR	6"					
Stamina	3					
1	Captain	of Relan	Elit	e	EMPIRE KNIGHTS	Cost 100
"The bravest D	efenders of the No	<i>,</i>				100
Movement	8"	Assassinate' [A]: Fight a combat against a Captain (8) [L]: Activate up to 8 Friendly Charae (1) [A]: Fight a combat against an	Troops or Civilians.	U	benefit from Support. el has moved using its Basic Movement. This	
Combat	4	model may not benefit from Support but Cautiously.	casts 1 additional Combat Stone. This a		may not be used if this model had to Move	
Support	2	Combat Discipline <sup>*</sup> [C]: Recast any or all Combat Trained (2) [C]: Recast up to 2 fa Powerful Charge [T]: If this model ends it	iled Combat Stones. Can be used once s move more than 4 inches from its sta	arting	position during its Turn it gains Powerful[C]	
Save	3+	(any blows that are landed by this model t	nust be saveo with a -1 moother) until	the e	no of the next Combat Phase.	
CR	6"					
Stamina	2					
	Knight		Troo	р	EMPIRE KNIGHTS	Cost 25
"Mounted atop ;	the sturdy enuk"		1 and the store and the second			-)
Movement	10"	Combat Trained (2) [C]: Recast up to 2 fa	neo Combat Stones. Can de useo once	per ca	wndat.	
Combat	3					* */
Support	1					
Save	4+					
CR	6"					
	Knight C	Captain	Elit	e	EMPIRE KNIGHTS	Cost 100
"Stalmart defend	vers against the dev <i>e</i>					100
Movement	10"	Captain (8) [L]: Activate up to 8 Friendly Combat Discipline <sup>•</sup> [C]: Recast any or all Combat Trained (2) [C]: Recast up to 2 fa	Combat Stones.	per ca	ombat.	
Combat	4	Coordinated Strike <sup>*</sup> [A]: Fight a combat ag	ainst an adjacent Enemy model. Both	sides 1	may benefit from Support.	
Support	2					
Save	4+					M. C.
CR	6"					1.00
Stamina	2					

	Knight C	ommander	Elite	EMPIRE KNIGHTS	Cost 125
"The most heroi	ic of the Emperor's kn				129
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. C	an be used once per co	mbat.	
Combat	4	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, T Coordinated Strike <sup>*</sup> [A]: Fight a combat against an adjacent Ener Inspire [T]: All models directly activated by this model gain one	my model. Both sides v	nay benefit from Support.	A COLOR
Support	2	······································			
Save	4+				
CR	6"				
Stamina	2				
<b>Rep</b>	Knight of	Relan	Troop	EMPIRE KNIGHTS	Cost
"Riðing the not	lest of all cruk breeds	,			40
Movement	8"	Charge (1) [A]: Fight a combat against an adjacent Enemy immei model may not benefit from Support but casts 1 additional Comb Cautiously.			
Combat	3	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Ca Pomerful Charge [T]: If this model ends its move more than 4 in (any blows that are landed by this model must be saved with a -	iches from its starting	position during its Turn it gains Powerful[C]	-
Support	1				
Save	3+				
CR	6"				
		-			
	Riverkni	ght	Troop	EMPIRE KNIGHTS	Cost 20
"Protecting thos	e who travel the river	" Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can	ho wad awaa may aaw	bat	
Movement				bat.	
	8"	Swim (8) [A]: This model may Move Cautiously through both sha within water.		It may move up to 8" if the move is entirely	
Combat	8" 3			It may move up to 8" if the move is entirely	
Combat Support	0			It may move up to 8" if the move is entirely	
	3			It may move up to 8" if the move is entirely	Y
Support	3			It may move up to 8" if the move is entirely	Y.
Support Save	3 1 4+			It may move up to 8" if the move is entirely	Y
Support Save	3 1 4+ 6"			It may more up to 8" if the more is entirely EMPIRE KNIGHTS	Cost
Support Save	3 1 4+ 6" Riverkni	within water. 9bt Captain	allow and deep water.		Cost 80
Support Save CR	3 1 4+ 6" Riverkni f the inivok" 8"	mithin water. ght Captain Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stores.	allow and deep water. Elite	EMPIRE KNIGHTS	
Support Save CR "Proud viburs o	3 1 4+ 6" Riverkni f the inirok" 8"	within water. ght Captain 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 Coordinated Strike [A]: Fight a combat against an adjacent Ener Swim (8) [A]: This model may Move Cautiously through both sh	allow and deep water. Elite 1 be used once per com my model. Both sides 1	EMPIRE KNIGHTS	
Support Save CR "Oroud viders o Movement	3 1 4+ 6" Riverkni f the inivok" 8"	within water. ght Captain 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 Coordinated Strike" [A]: Fight a combat against an adjacent Ener	allow and deep water. Elite 1 be used once per com my model. Both sides 1	EMPIRE KNIGHTS	
Support Save CR "Proud vibres of Movement Combat	3 1 4+ 6" Riverkni f the inivok" 8" 4	within water. ght Captain 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 Coordinated Strike [A]: Fight a combat against an adjacent Ener Swim (8) [A]: This model may Move Cautiously through both sh	allow and deep water. Elite 1 be used once per com my model. Both sides 1	EMPIRE KNIGHTS	
Support Save CR "Proud vibers of Movement Combat Support	3 1 4+ 6" Riverkni f the iniroh" 8" 4 1	within water. ght Captain 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 Coordinated Strike [A]: Fight a combat against an adjacent Ener Swim (8) [A]: This model may Move Cautiously through both sh	allow and deep water. Elite 1 be used once per com my model. Both sides 1	EMPIRE KNIGHTS	

Empire - Loranti



## Empire - Noble



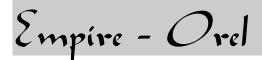
	Elakan				Civilian - Unique	EMPIRE NOBLE	Cost 15
Movement	6"	Master's Comma	[T]: Select a F and Range thi	riendly Balen s model may l		e to be this model's Master. While within its	
Combat	1	1000 [1]. 1913 9	iooei may oe r	noceo og a m	over why the Transport(A) doubly.		Ap
Support	1						
Save	6+	Mazia	D 20	<u> </u>	Linutine Care		
CR	6"	мо <i>v</i> е 6"	Rge 10"	CS 2	Death From Above: This attack ignores t	be used even if the model is Engaged. The	
	Guard (	Captain			Elite	EMPIRE NOBLE	Cost
"None shall lay	a hand on our los	rð!"					50
Movement	6"	Charge (1) [A]: Fig model may not b	ght a combat a	against an adj	roops or Civilians. acent Enemy immediately after this model ts 1 additional Combat Stone. This ability n	has moved using its Basic Movement. This nay not be used if this model had to Move	
Combat	3	Cautiously. Combat Disciplin Combat Trained			mbat Stones. d Combat Stones. Can be used once per con	abat.	
Support	2	Defensive Stance	e [T]: Cast one	e additional C	ombat Stone if targeted by a Charge[A] atta	ack.	
Save	5+						
CR	6"						
Stamina	1						
1	Guard (	Zrossbow			Troop	EMPIRE NOBLE	Cost 2 O
"Wielding the fine	est Moeresíí crossl	" ~~~~					20
Movement	6"						
Movement Combat	6" 1						
	-						and the second
Combat	1						
Combat Support	1	Моте	Rge	CS	Crossbow		
Combat Support Save	1 1 5+	Мо <i>г</i> е 1"	Rge 12"	C8 2	Accurate: Recast up to one failed Comba	t Stone for this attack. this model must be saved with a -1 modifier.	
Combat Support Save	1 1 5+	1"	0		Accurate: Recast up to one failed Comba		Cost 5
Combat Support Save	1 1 5+ 6"	1" 9 Garo Evasive [C]: Each Flying [T]: This H forced to More C	12" b successful C model may mo Zautiously.	2 Dran cast by t tree over Ener	Accurate: Recast up to one failed Comba Powerful: Any blows that are landed by t Beast bis model cancels two opposing Erac. ny models as long as it has sufficient moved	this model must be saved with a -1 modifier.	
Combat Support Save CR	1 1 5+ 6" Huntiną	1" 9 Garo Evasive [C]: Eac Flying [T]: This 1	12" b successful C model may mo Zautiously.	2 Dran cast by t tree over Ener	Accurate: Recast up to one failed Comba Powerful: Any blows that are landed by t Beast bis model cancels two opposing Erac. ny models as long as it has sufficient moved	this model must be saved with a -1 modifier. EMPIRE NOBLE	
Combat Support Save CR CR Movement	1 1 5+ 6" Ниптіпа 10"	1" 9 Garo Evasive [C]: Each Flying [T]: This H forced to More C	12" b successful C model may mo Zautiously.	2 Dran cast by t tree over Ener	Accurate: Recast up to one failed Comba Powerful: Any blows that are landed by t Beast bis model cancels two opposing Erac. ny models as long as it has sufficient moved	this model must be saved with a -1 modifier. EMPIRE NOBLE	
Combat Support Save CR Movement Combat	1 1 5+ 6" Ниптіпа 10" 1	1" 9 Garo Evasive [C]: Each Flying [T]: This H forced to More C	12" b successful C model may mo Zautiously.	2 Dran cast by t tree over Ener	Accurate: Recast up to one failed Comba Powerful: Any blows that are landed by t Beast bis model cancels two opposing Erac. ny models as long as it has sufficient moved	this model must be saved with a -1 modifier. EMPIRE NOBLE	
Combat Support Save CR Movement Combat Support	1 1 5+ 6" Ниптіпа 10" 1	1" 9 Garo Evasive [C]: Each Flying [T]: This H forced to More C	12" b successful C model may mo Zautiously.	2 Dran cast by t tree over Ener	Accurate: Recast up to one failed Comba Powerful: Any blows that are landed by t Beast bis model cancels two opposing Erac. ny models as long as it has sufficient moved	this model must be saved with a -1 modifier. EMPIRE NOBLE	

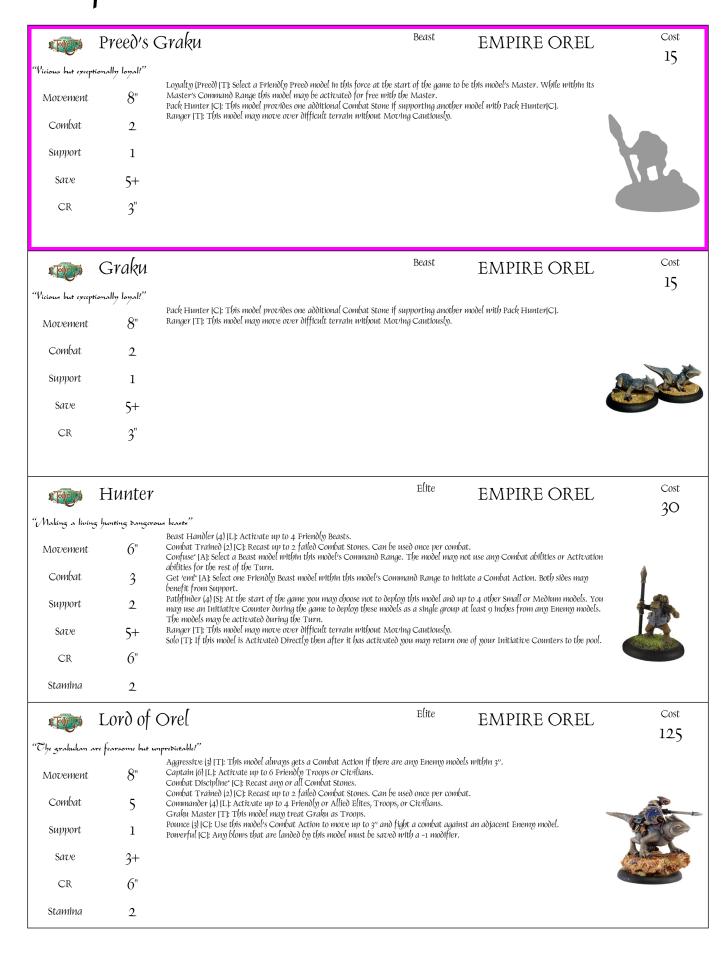
	Imperial	Standard	Elite	EMPIRE NOBLE	Cost 2 O
"Approved by the	Emperor himself!"				20
Movement	6"	Persistent [T]: Do not remove this model when disabled, the Standard [T]: Adjacent Friendly models may use this model as many models as usual.	s Command Range for their	Leadership abilities and may activate twice	
Combat	1	Trainer (2, Retinue(Imperial Standard)) [T]: At the start of Standard) ability.	the game, up to 2 models in t	be force may be given the Retinue(Imperial	-
Support	1				484
Save	5+				1
CR	9"				<u> </u>
	Lady En	narlai	Elite - Unique	EMPIRE NOBLE	Cost
"Tiny, with an e	xrt for getting into				0
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Commander (1) [L]: Activate up to 1 Friendly or Allied Elite Convard [T]: If this model is forced to take a Toughness sav	, Troop, or Civilian. e then it must immediately n	nake an adjacent Friendly model take the	
Combat	1	save on its behalf. Loyalty (Contessa dar Juletta) [T]: Select a Friendly Contes model's Master. While within its Master's Command Rang			
Support	1	Proud [T]: This model may only be Activated Directly.			
Save	6+				
CR	6"			· · · · · · · · · · · · · · · · · · ·	
1	Lady Ko	vera Jolir	Civilian - Unique	EMPIRE NOBLE	Cost 25
		Coward [T]: If this model is forced to take a Toughness sav	then it and immediately	under au adiascut Twicyddy gwedd taler tha	23
Movement	6"	save on its behalf. Influential (3) [5]: This model has 3 Coins which may be used	before or during the game.	Before the game you may spend Coins to	
Combat	1	gain access to fubarnii models that would not normally be model. The models cost their normal points, but are treated During the game you may spend any remaining Coins as	as the same culture and the ollows: • Bribery: Spend one (	me as the model they are accompanying. Coin when an opponent's Activation	
Support	1	Counter is drawn to choose which model they will activate three fubarnii models within Command Range gain one Sta Untrained [T]: This model may not be Activated Directly.		n during the model's Activation to let up to	T
Save	6+				
CR	3"				
P LANDA	Mounted	) Herder Falconer's	Beast	EMPIRE NOBLE	Cost
	Hunting				0
"Expertly trained	by the Moeraasii f	falconers"	le turo omociu o Prico		
Movement	10"	Evasive [C]: Each successful Oran cast by this model cance Flying [T]: This model may move over Enemy models as lo forced to Move Cautiously.	ng as it bas sufficient mover		
Combat	1	Loyalty (Mounted Herder Falconer) [T]: Select a Friendly M be this model's Master. While within its Master's Commar Proud [T]: This model may only be Activated Directly.			×
Support	2	Untrained [T]: This model may not be Activated Directly.			
Save	_				
CR	1"				

1		) Reyad Falconer's	Beast	EMPIRE NOBLE	Cost O
"Sunda tari S	HUNTING by the Moeraasii f				<u> </u>
Movement	10"	Evasive [C]: Each successful Oran cast by this model cancels the Flying [T]: This model may move over Enemy models as long a forced to Move Cautions[y.	vo opposing Erac. 1s it has sufficient mover	ment. It may also move at full rate even if	
Combat	1	Loyalty (Mounted Reyad Falconer's Hunting Garo) [T]: Select force at the start of the game to be this model's Master. While r free with the Master.	a Friendly Mounted Reg vithin its Master's Com	gad Falconer's Hunting Garo model in this nand Range this model may be activated for	×
Support	2	Proud [T]: This model may only be Activated Directly. Untrained [T]: This model may not be Activated Directly.			
Save	—				R
CR	1"				
1	Noble		Civilian	EMPIRE NOBLE	Cost 10
"Hon dare they	, encroach on our cít				10
Movement	6"	Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Comard [T]: If this model is forced to take a Toughness save the save on its behalf.		nake an adjacent Friendly model take the	
Combat	1	Proud [T]: This model may only be Activated Directly.			· · · · ·
Support	0				
Save	6+				
CR	3"				
1. Marine I. Mar	Noble G	иагд	Troop	EMPIRE NOBLE	Cost 2O
"The best guards	: that money can bu	y!" Charge (1) [A]: Fight a combat against an adjacent Enemy imm	Nistely after this model	lass worred using its Dasia Maryowant This	20
Movement	6"	model may not benefit from Support but casts 1 additional Con Cautiously.			
Combat	2	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Ca Defensive Stance [T]: Cast one additional Combat Stone if targ			r
Support	1				
Save	5+				14-1
CR	6"				
1	Pet Opal	)Y	Beast	EMPIRE NOBLE	Cost
Ť					10
Movement	8"	Charge (1) [A]: Fight a combat against an adjacent Enemy imme model may not benefit from Support but casts 1 additional Con Cautious[y.	ıbat Stone. This ability r	has moved using its Basic Movement. This nay not be used if this model had to Move	
Combat	2	Critter (1) [L]: Activate up to 1 Friendly model with the Critter Evasive [C]: Each successful Oran cast by this model cancels th Loyalty (Lady Aleksahn) [T]: Select a Friendly Lady Aleksahn I	vo opposing Erac.	start of the name to be this model's Master	
Support	1	While within its Master's Command Range this model may be	activated for free with t	be Master.	
Save	5+				
CR	6"				

	PreePree	Elite - Object - U	nique	EMPIRE NOBLE	Cost -20
"Extremely rare d	anð valuable"				
Movement	4"	Proud [T]: This model may only be Activated Directly. Unwieldy [T]: A model can only carry one Unwieldy[T] object. Small mod A model carrying an Unwieldy[T] object must pay an extra Stamina befc Unwieldy[T] trait.	els Move Caul re it uses a Sta	tiously if carrying an Unwieldy[T] object. mina ability. Huge models ignore the	
Combat	1	Onvice [1] the.			Sec
Support	0				
Save	6+				AVA
CR	1"				
	Samine il	Moerasii Elite - U	підие	EMPIRE NOBLE	Cost
"The falconer"					10
Movement	6"	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or C Falconer (2) [T]: This model is equipped with 2 falcons for free at the start this model.	Civilians. of the game. T	hose models gain the Loyalty[T] ability for	
Combat	1	Proud (T): This model may only be Activated Directly.			and see
Support	1				Y A
Save	6+				CER
CR	6"				
Movement Combat Support Save	by the Moeraasii f.	Hunting Garo	ficient movem el in this force	at the start of the game to be this model's	Cost
CR	I				
	Standard	Bearer	Ггоор	EMPIRE NOBLE	Cost 2.O
"Proud to bear t	be colours of their lo				20
Movement	6"	Standard [T]: Adjacent Friendly models may use this model's Command Ra as many models as usual.	ange for their I	eadership abilities and may activate twice.	
Combat	1				
Support	1				
Save	5+				
CR	9"				
	2				4

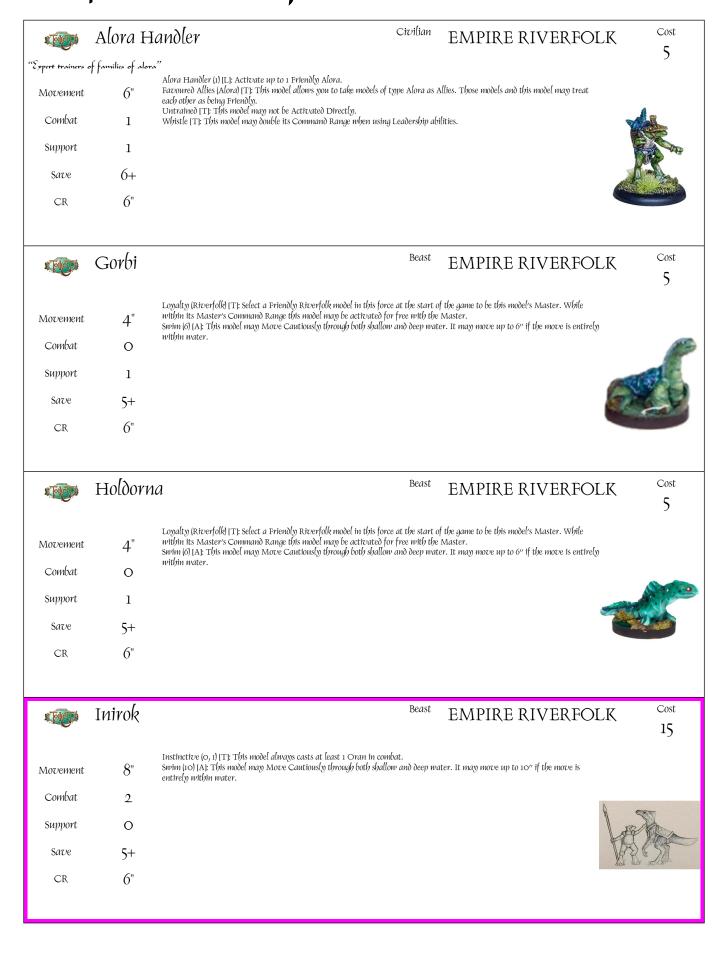
1	Toloran	Rider	Troop	EMPIRE NOBLE	Cost 30
"Only the wealt	piest can afford the				-
Movement	10"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediately model may not benefit from Support but casts 1 additional Combat Sto Cautiously.	ne. This ability ma	y not be used if this model had to Move	
Combat	3	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be use	o once per combat		Jan 199
Support	1				STOR -
Save	4+			4	
CR	6"				
A COLOR	Toloran	Rider Captain	Elite	EMPIRE NOBLE	Cost
"The Toloran w		1	Elite	EMPIRE NOBLE	Cost 100
"The Toloron w Movement	Toloran nake brave and nob 10"	e mounts" 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 v	sed once per combi	nt.	
,	nake brave and nob	e mounts" Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline <sup>*</sup> [C]: Recast any or all Combat Stones.	sed once per combi	nt.	
Movement	nake brave anð nob 10"	e mounts" 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 v	sed once per combi	nt.	
Movement Combat	nake brave and nob 10" 4	e mounts" 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 v	sed once per combi	nt.	
Movement Combat Support	nake brave and nob 10" 4 2	e mounts" 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 v	sed once per combi	nt.	





	Orel Kni	ght	Troop	EMPIRE OREL	Cost
"As harsh as th	e lands they protect"				25
Movement	10"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be Pack Hunter [C]: This model provides one additional Combat Stone			
Combat	3				A & 1
Support	1			d	
Save	4+				
CR	3"				
	Orel Kni	ght Captain	Elite	EMPIRE OREL	Cost 100
"We shall defend	these lands!"				100
Movement	10"	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 com	pat.	-
Combat	4	Coordinated Strike <sup>.</sup> [A]: Fight a combat against an adjacent Enemy Graku Master [T]: This model may treat Graku as Troops.	1100el. Both sides ma	y benefit from Support.	
Support	1				
Save	4+				75
CR	6"				
Stamina	2				
	Orel Mil	litia	Troop	EMPIRE OREL	Cost 10
"Rarely seen wi	íthout their loyal gra	.k" Defender [5]: If an adjacent Friendly model becomes Engaged durin;	a the Activiation Place	a than this madal man immodiataln more	
Movement	6"	to engage the Enemy model, but must maintain contact with the Fr	iendly model at all ti	mes during the movement.	
Combat	2				ha
Support	1				24 Am
Save	5+				
CR	6"				
1	Orel Mil	litia Captain	Elite	EMPIRE OREL	Cost 45
"Masters of H	ubarníí anð graku al				4)
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			
Combat	3	Coordinated Strike <sup>•</sup> [A]: Fight a combat against an adjacent Enemy Graku Master [T]: This model may treat Graku as Troops.	model. Both sides ma	у benefit from Support.	
Support	1				CC ARE
Save	5+				
CR	6"			(	and the second sec
Stamina	1				

Empire - Riverfolk

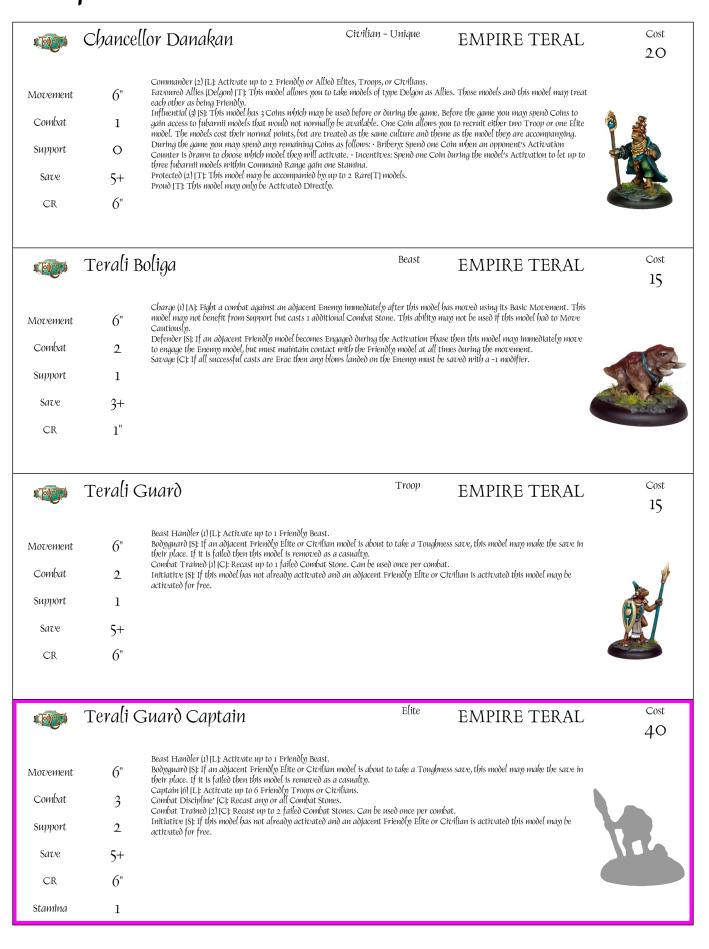


	Lord Del	ison	Civilian - Unique	EMPIRE RIVERFOLK	Cost 60
"Master of the v	rivers"				00
Movement	6"	Commander (4) [L]: Activate up to 4 Fr	failed Combat Stones. Can be used once per o iendly or Allied Elites, Troops, or Civilians.		
Combat	3	save on its behalf.		y make an adjacent Friendly model take the ne. Before the game you may spend Coins to	
Support	1	gain access to fubarnii models that woul model. The models cost their normal poi		vs you to recruit either two Troop or one Elite them as the model they are accompanying.	
Save	5+	Counter is drawn to choose which model three fubarnii models within Command	they will activate. • Incentives: Spend one ( Range gain one Stamina.	Coin during the model's Activation to let up to	A CONTRACT
CR	6"	Proud [T]: This model may only be Activ Sea Legs [T]: While on a Boat, this model	vateð Directly. I gains Surefooted[T] (this model may re-roll	a failed Agility Test).	Contraction of the second
Stamina	1				
	Phoph C1	revain	Elite - Unique	EMPIRE RIVERFOLK	Cost 70
Movement	6"		Îl Combat Stones. failed Combat Stones. Can be used once per o		
Combat	2	Lunge (2) [C]: Use this model's Combat		may benefit from Support. I obels count as adjacent for the duration of the	$\cap$
Support	2	Slaver (2) [T]: This model may be accom	ngp obstructing models.   gains Surefooted[T] (this model may re-roll panied by up to 2 Slaves. Those models gain the game, up to 6 models in the force may be	the Loyalty[T] ability for this model.	
Save	5+	Well-Travelled [T]: This model treats a	ll Allies as Friendly models.	green iye ood Lego donny.	
CR	12"				7
Stamina	2				
	River Cı	itter	Beast	EMPIRE RIVERFOLK	Cost 5
(1.0.)		"			)
"Kíver crítters, s	uch as zorbí or holi				
"Kiver critters, s Movement	euch as gorbí or hold 4"	Loyalty (Riverfolk) [T]: Select a Friendly within its Master's Command Range th Swim (6) [A]: This model may Move Cau	9 Riverfolk model in this force at the start of is model may be activated for free with the 1 atiously through both shallow and deep wate		_
	, _ ,	Loyalty (Riverfolk) [T]: Select a Friendly within its Master's Command Range th	is model may be activated for free with the 1	Master.	P
Movement	4"	Loyalty (Riverfolk) [T]: Select a Friendly within its Master's Command Range th Swim (6) [A]: This model may Move Cau	is model may be activated for free with the 1	Master.	
Movement Combat	4" O	Loyalty (Riverfolk) [T]: Select a Friendly within its Master's Command Range th Swim (6) [A]: This model may Move Cau	is model may be activated for free with the 1	Master.	
Movement Combat Support	4" O 1	Loyalty (Riverfolk) [T]: Select a Friendly within its Master's Command Range th Swim (6) [A]: This model may Move Cau	is model may be activated for free with the 1	Master.	
Movement Combat Support Save	4" 0 1 5+	Loyalty (Riverfolk) [T]: Select a Frienoly within its Master's Command Range th Swim (6) [A]: This model may Move Can within water.	is model may be activated for free with the 1	Master.	
Movement Combat Support Save CR	4" 0 1 5+ 6" Riverfolf	Loyalty (Riverfolk) [T]: Select a Frienoly within its Master's Command Range th swim (6) [A]: This model may Move Can within water.	is model may be activated for free with the i atiously through both shallow and deep wate	Master. r. It may move up to 6" if the move is entirely	Cost 15
Movement Combat Support Save CR	4" O 1 5+ 6"	Loyalty (Riverfolk) [T]: Select a Frienoly within its Master's Command Range th swim (6) [A]: This model may Move Can within water.	is model may be activated for free with the i atiously through both shallow and deep wate	Master. r. It may move up to 6" if the move is entirely EMPIRE RIVERFOLK	<b>`</b>
Movement Combat Support Save CR CR	4" 0 1 5+ 6" Riverfolk	Loyalty (Riverfolk) [T]: Select a Frienoly within its Master's Command Range th swim (6) [A]: This model may Move Can within water.	is model may be activated for free with the i atiously through both shallow and deep mate	Master. r. It may move up to 6" if the move is entirely EMPIRE RIVERFOLK	<b>`</b>
Movement Combat Support Save CR CR "Ensnaring ottac Movement	4" 0 1 5+ 6" Riverfolk king beasts or vaiver 6"	Loyalty (Riverfolk) [T]: Select a Frienoly within its Master's Command Range th swim (6) [A]: This model may Move Can within water.	is model may be activated for free with the i atiously through both shallow and deep mate	Master. r. It may move up to 6" if the move is entirely EMPIRE RIVERFOLK	<b>`</b>
Movement Combat Support Save CR "Enemoring attac Movement Combat	4" O I 5+ 6" Riverfolf king beasts or raider 6" 2	Loyalty (Riverfolk) [T]: Select a Frienoly within its Master's Command Range th swim (6) [A]: This model may Move Can within water.	is model may be activated for free with the i atiously through both shallow and deep mate	Master. r. It may move up to 6" if the move is entirely EMPIRE RIVERFOLK	<b>`</b>
Movement Combat Support Save CR "Ensnoring attac Movement Combat Support	4" 0 1 5+ 6" Riverfolk king beasts or raider 6" 2 1	Loyalty (Riverfolk) [T]: Select a Frienoly within its Master's Command Range th swim (6) [A]: This model may Move Can within water.	is model may be activated for free with the i atiously through both shallow and deep wate [gains Surefooted[T] (this model may re-roll	Master. r. It may move up to 6" if the move is entirely EMPIRE RIVERFOLK	<b>`</b>

1	Riverfolk	, R Captain		Ι	Elite	EMPIRE RIVERFOLK	Cost 60
"Inspiring trust	and loyalty in their						00
Movement	6"		any or all C t up to 2 fail	ombat Stones. 20 Combat Stones. Can be used or			-
Combat	3	Sea Legs [T]: While on a Boat,	this model ga	nst an adjacent Enemy model. B ins Surefooted[T] (this model may game, up to 6 models in the force	re-roll	a failed Agility Test).	
Support	2	Well-Travelled [T]: This mode	l treats all A	llies as Friendly models.	i may be	green we sea Leys anning.	
Save	5+						
CR	12"						
Stamina	2						
	Riverfoll	k Crew		Τι	тоор	EMPIRE RIVERFOLK	Cost 10
"Loyal crew fr	om across the Empír		noznamant sal	act and abject as model of actual s	70 08 64	naller within 2" and move it adjacent to this	
Movement	6"	model.	,	ins Surefooted[T] (this model may			
Combat	2		.,				A n
Support	1						1 Contraction
Save	5+						
CR	6"						
"dissing of an		k First Mate		Ι	Elite	EMPIRE RIVERFOLK	Cost 40
"Inding refuge	after the invasion of	Captain (2) [L]: Activate up to	2 Friendly 7	Froops or Civilians.			,
Movement	6"	Combat Trained (1) [C]: Recast Favoured Allies (Tabela) [T]: T each other as being Friendly.	t up to 1 faile This model all	) Combat Stone. Can be used onc ows you to take models of type T	e per con abela as	nbat. Allies. Those models and this model may treat	0
Combat	3	Hook (2) [A]: After a normal n model.	,	, , ,		naller within 2" and move it adjacent to this	1 Alexandre
Support	1	before they make their Tought Powerful ICI: Any blows that	iess save roll are landed by	this model must be saved with a	-1 modi	y move the model up to 2" in any direction fier.	
Save	4+	Sea Legs [T]: While on a Boat, Well-Travelled [T]: This mode	this model ga I treats all A	ins Surefooted[T] (this model may llies as Friendly models.	re-roll	a failed Agility Test). 🧖	R
CR	12"						
	Riverfoll	k Knalai		Ti	гоор	EMPIRE RIVERFOLK	Cost
"Experts at catch	ing kyala along the	U					15
Movement	6"		this model ga	ins Surefooted[T] (this model may	re-roll	a failed Agility Test).	
Combat	2						-
Support	1						
Save	5+					Ø	
CR	6"	Mozie Dec	~	Niot			Contraction of the second
		Move Rge 3" 3"	cs 4			by this attack do no damage but the target ver blow instead of making a Toughness save.	

	Riverfol	k Urchin	Civilian	EMPIRE RIVERFOLD	K Cost 5
"A common sigl	t, playing among t				)
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (th Untrained [T]: This model may not be Activated Directly.	ris model may re-roll	a failed Agility Test).	
Combat	1				
Support	1				
Save	6+				
CR	6"				
<b>NAME</b>	Urchin c	n Coracle	Civilian	EMPIRE RIVERFOLD	K Cost 10
"Just messing al	aut an the river"				
	our on the tion				
Movement	O"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Cumbersome [T]: This model may be moved up to 6 inches if p pulled by 1 Small model.	0		
Movement Combat	/	Cumbersome [T]: This model may be moved up to 6 inches if p pulled by 1 Small model. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (t Swim (4) [A]: This model may Move Cautiously through both s	ris model mays re-roll	a failed Agility) Test).	æ
	O"	Cumbersome [T]: This model may be moved up to 6 inches if p pulled by 1 Small model. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (th	ris model mays re-roll	a failed Agility) Test).	
Combat	O" 1	Cumbersome [T]: This model may be moved up to 6 inches if p pulled by 1 Small model. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (tl Swim (4) [A]: This model may Move Cautiously through both s within water.	ris model mays re-roll	a failed Agility) Test).	
Combat Support	O" 1 1	Cumbersome [T]: This model may be moved up to 6 inches if p pulled by 1 Small model. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (tl Swim (4) [A]: This model may Move Cautiously through both s within water.	ris model mays re-roll	a failed Agility) Test).	
Combat Support Save	0" 1 1 6+	Cumbersome [T]: This model may be moved up to 6 inches if p pulled by 1 Small model. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (tl Swim (4) [A]: This model may Move Cautiously through both s within water.	ris model mays re-roll	a failed Agility) Test).	





	Terali Kobrui	Guaro Captain On	Elite	EMPIRE TERAL	Cost 50
Movement	8"	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 o		vat.	
Combat	3	Commander (1) [L]: Activate up to 1 Friendly or Allied Elite, Troop, or Civili Coordinated Strike <sup>.</sup> [A]: Fight a combat against an adjacent Enemy model. B Initiative [S]: If this model has not already activated and an adjacent Friend	oth sides may	y benefit from Support. ivilian is activated this model may be	
Support	1	activated for free. Kin in Arms [T]: This model casts one additional Combat Stone if it is adjace	ent to anothe	r model with Kin in Arms[T].	
Save	3+	Standard [T]: Adjacent Friendly models may use this model's Command Ran as many models as usual.	ige for their I	eadership adulties and may activate twice.	
CR	9"				
Stamina	1				
<b>LOO</b>	Terali	Guard On Kobruna	Elite	EMPIRE TERAL	Cost 25
Movement	8"	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 on Initiative [S]: If this model has not already activated and an adjacent Friend	e per combat	t. irilian is activiated this model may be	
Combat	3	activated for free. Kin in Arms [T]: This model casts one additional Combat Stone if it is adjace	ent to anothe	r model with Kin in Arms[T].	
Support	1	Standard [T]: Adjacent Friendly models may use this model's Command Ran as many models as usual.	ige for their I	ceadership abilities and may activate twice	
Save	3+				
CR	9"				
<b>K</b>	Terali	Seditionist <sup>Civi</sup>	lian	EMPIRE TERAL	Cost 5
Movement	6"	Untrained [T]: This model may not be Activated Directly.			
Combat	1				
Support	1				
Save	6+				A COLORING
CR	2"				

Item

## Item

T MOTOR	Balloon	Mechanical - Object	ITEM	Cost
	Dalloon		111111	—
Movement	8"	Erratic (3) [T]: This model is difficult to control. Place a Target Marker mithin movement range. ( the destination 2 inches from the target for each miss (roll a D6 to determine direction). Stamina c Flying [T]: This model may move over Ememy models as long as it has sufficient movement. It m	an be used to recast stones.	
Combat	_	forced to Moze Cautiously. Flying Transport (4) [A]: If this model is "on the ground", select up to 4 Friendly or Allied models t	that are in base contact with it to	C Sh
Support	_	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	6 3
Save	4+	Fuel Marce Free March Rece was recorder Stanting Bomb use Fuel Parts. In 1907-This woold fore was recorder Stanting and the Fuel Parts. In 1907-This woold for Stanting to go up in the board. As many bombs can be dropped for Turn as	nassenaers are on board	freed
CR	_	model does not have Crew, it is considered out Death From Above: This attack ignores the Engaged	d and Obstructed conditions. th the base of the shin. Cast 2	The
Stamina	6	Constructing (T1: Models on this model count aCombat Stones and scatter the impact 2 inches from Obstructing (T1: Models on this model count aCombat Stones and scatter the impact 2 inches from Untrained (T1: This model may not be ActivatD6 to determine direction). The model dropping the Vehicle (1) (T1: This model may carry up to 1 specast stones. Place a 3 inches Template on the impact Very Tought (S1: Re-roll a failed Toughness saTemplate are bit.	bowb way use its Stawing to	
<b>KO</b>	Barge	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.		
Combat		Very Tough [S]: Re-roll a failed Toughness save.		
Support	_			
Save	4+			
CR	_			
Stamina	3			
	Cart	Object	ITEM	Cost
K COM	Cart		ITEM	Cost —
Movement	Cart special	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model		Cost —
Movement Combat	-	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly.		Cost _
	-	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks.		Cost
Combat	-	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly.		Cost
Combat Support	Special 	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly.		Cost
Combat Support Save	Special 	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly.		Cost
Combat Support Save CR	special  4+ 	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly.		Cost Cost
Combat Support Save CR Stamina	special  4+  1	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. 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. Boat - Object Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model	l or 2 Small models, or 3 inches if ITEM	
Combat Support Save CR Stamina	special  4+  1	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly. Very Tought [S]: Re-roll a failed Toughness save. Boat - Object Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Swim (4)[16]: This model may Move Cautiously through both shallow and deep mater. It may mode	l or 2 Small models, or 3 inches if ITEM l or 2 Small models, or 3 inches if	
Combat Support Save CR Stamina Movement Combat	special  4+  1	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly. Very Tought [S]: Re-roll a failed Toughness save. Boat - Object Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model.	l or 2 Small models, or 3 inches if ITEM l or 2 Small models, or 3 inches if	
Combat Support Save CR Stamina Movement Combat Support	special - 4+ - 1 Coracle - - - -	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. 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. Boat - Object Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Swim [4] [A]: This model may Move Cautiously through both shallow and deep water. It may mov	l or 2 Small models, or 3 inches if ITEM l or 2 Small models, or 3 inches if	
Combat Support Save CR Stamina Movement Combat Support Save	special  4+  1	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. 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. Boat - Object Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Swim [4] [A]: This model may Move Cautiously through both shallow and deep water. It may mov	l or 2 Small models, or 3 inches if ITEM l or 2 Small models, or 3 inches if	
Combat Support Save CR Stamina Movement Combat Support	special - 4+ - 1 Coracle - - - -	Fuel [T]: This model does not recover Stamina during the End Phase. Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. 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. Boat - Object Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model pulled by 1 Small model. Swim [4] [A]: This model may Move Cautiously through both shallow and deep water. It may mov	l or 2 Small models, or 3 inches if ITEM l or 2 Small models, or 3 inches if	

	Engineer	's Cottage	Object	ITEM	Cost —
Movement	_	Sturdy [T]: This model cannot be targeted by Ranged Attac Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.	ks.		
Combat	_				
Support	_				
Save	2+				
CR	_				
Stamina	10				
	Extra-la	rge Balloon Ma	xchanical - Object	ITEM	Cost —
Movement	8"	Erratic (5) [T]: This model is difficult to control. Place a Tar the destination 2 inches from the target for each miss (roll a Flying [T]: This model may move over Enemy models as lo	D6 to determine direction). S	tamina can be used to recast stones.	
Combat	—	forced to Move Cautionsly. Flying Transport (14) [A]: If this model is "on the ground", s to board the transport (place the models on the side of the ga	elect up to 14 Friendly or Alli	ied models that are in base contact with it	00000
Support	—	Move, Rge CS Bomb	· · · · ·		.02
Save	4+	Fuel ITE This model does not recover stamma during the re- in the series of the series	l: Bombs can only be dropped my bombs can be dropped per	if at least one passenger (not Crew) is on Turn as passengers are on board.	
CR	_	model does not have Crew, it is considered out Death From can only engage in Close Combat with other f[Imprecise (2) Obstructing [T]: Models on this model count aCombat Store	• РГАСЕ А. Т. АУА́РЕ МАЛУ́РЕУ 1И СО	מומכב שיווט ווטפ סמצפ מדנטפ געווט כמגב י	AN
Stamina	10	Untrained [1]: This model may not be ActivatD6 to determ Uversite (2]: This model may not be ActivatD6 to determ Vehicle (2) [T]: This model may carry up to 2 greast stones Very Tough [S]: Re-roll a failed Toughness saTemplate an	iine direction). The model drop . Place a 3 inches Template on	mina the bomb may use its Stamina to	¥1)
	Fan	Сог	traption - Object	ITEM	Cost —
Movement	O"	Fan (3, 2) [A]: Cast 3 Combat Stones. Move a Cloud Templa Untrained [T]: This model may not be Activated Directly.	ite that this model is touching	2" directly away for each success.	
Combat	3				
Support	?				MO
Save	?				
CR	?				
	Gushrak	, Contrapti	on - Mechanical - Object	ITEM	Cost —
Movement	3"	Overdrive <sup>*</sup> [C]: Use before combat. Cast one additional Co Point Blank [R]: Cast an additional Combat Stone for the fi Untrained [T]: This model may not be Activated Directly.	rst target of this attack if it is	0	
Combat	2	Wide Spray <sup>•</sup> [R]: Place an additional Blast Template adjace can be targeted once by this attack.	nt to the first when selecting t	argets. Each model under the Templates	
Support	?				
Save	?				
CR	?				

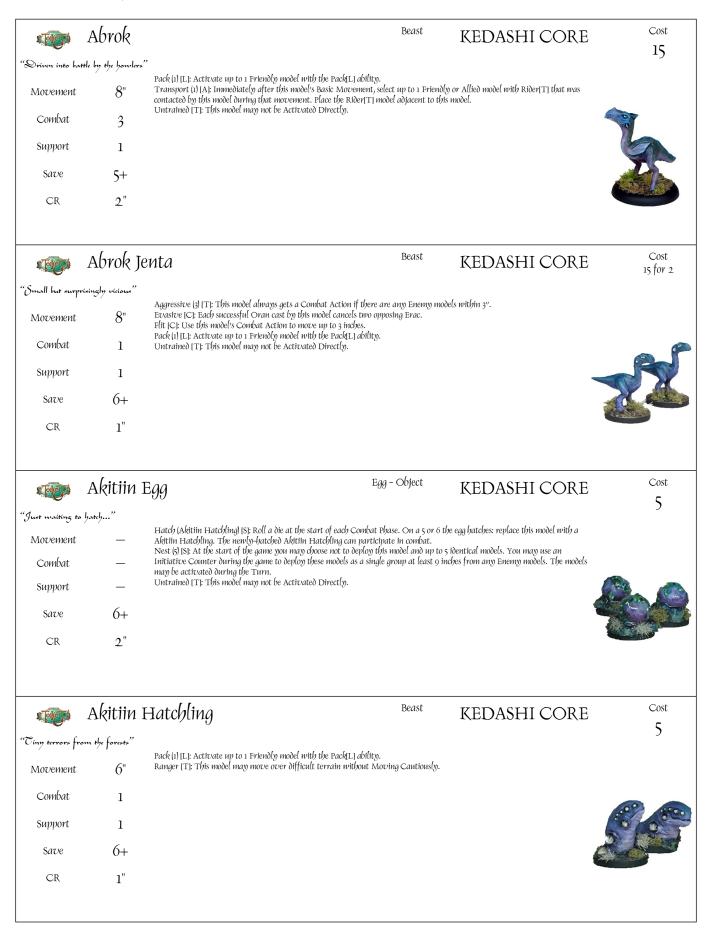
	Large Ba	alloon	Mechanical - Object	ITEM	Cost
	Lui ge Di				_
Movement	8"		t to control. Place a Target Marker within movement ran rget for each miss (roll a D6 to determine direction). Stamin		
Combat	_	forced to Move Cautiously.	ver Enemy models as long as it has sufficient movement. I el is "on the ground", select up to 6 Friendly or Allied mode		
Support	_	board the transport (place the model	s on the side of the game board). A Medium model counts a		GE .me
Save	4+	Move Fuel ITI: This model does not recorne IN 196 AIP [A]:O"	"Staning During the End Phase Bombs Away! Bombs can only be dropped if at ""in theboard. As many bombs can be dropped per Turn idered out Death From Above: This attack ignores the Eng	least one passenger (not Crew) is on	and the state
CR	_	and order or again in Class Combat in	itle atlease filminiecise 12 l' Place a l'avael Niavrey in contact	WILD DRE DASE OF THE SMID. CLASE 2	A second
Stamina	8	Obstructing [T]: Models on this mod	bel count aCombat Stones and scatter the impact 2 inches be ActivatD6 to determine direction). The model dropping on un to 2 grecast stones. Place a 3 inches Template on the i	from the target for each miss (roll a the bomb may use its Stamina to	A A A
<b>K</b>	Large Co	oracle	Boat - Object	ITEM	Cost —
Mozioratorat			e moved up to 6 inches if pulled by 1 Medium (or larger) m	nodel or 2 Small models, or 3 inches if	
Movement Combat	_	pulled by 1 Small model. Sturdy [T]: This model cannot be ta Swim (4) [A]: This model may Move	rgeted by Ranged Attacks. Cautiously through both shallow and deep water. It may	move up to 4" if the move is entirely	
Support	_	within water. Untrained [T]: This model may not			
Save	4+				
CR					
	Light De	erak	Contraption - Mechanical - Object	ITEM	Cost —
Movement	Light De 3"		Object Combat Stone for the first target of this attack if it is caug		Cost —
Movement Combat	0	Point Blank [R]: Cast an additional (	Object Combat Stone for the first target of this attack if it is caug		Cost _
	3"	Point Blank [R]: Cast an additional (	Object Combat Stone for the first target of this attack if it is caug		Cost _
Combat	3" 3	Point Blank [R]: Cast an additional (	Object Combat Stone for the first target of this attack if it is caug		Cost —
Combat Support	3" 3 ?	Point Blank [R]: Cast an additional (	Object Combat Stone for the first target of this attack if it is caug		Cost
Combat Support Save	3" 3 ? ?	Point Blank [R]: Cast an additional (	Object Combat Stone for the first target of this attack if it is caug		Cost
Combat Support Save	3" 3 ? ? ?	Point Blank [R]: Cast an additional (	Object Combat Stone for the first target of this attack if it is caug		Cost
Combat Support Save	3" 3 ? ? ?	Point Blank [R]: Cast an additional Untrained [T]: This model may not	Object Combat Stone for the first target of this attack if it is caug be Activated Directly. Contraption - Mechanical - Object nded by this model must be saved with a -1 modifier.	ht Full Blast.	
Combat Support Save CR	3" 3 ? ? Mechan	Point Blank [R]: Cast an additional Untrained [T]: This model may not <b>ical Sling</b> Powerful [C]: Any blows that are la	Object Combat Stone for the first target of this attack if it is caug be Activated Directly. Contraption - Mechanical - Object nded by this model must be saved with a -1 modifier.	ht Full Blast.	
Combat Support Save CR	3" 3 ? ? Mechan	Point Blank [R]: Cast an additional Untrained [T]: This model may not <b>ical Sling</b> Powerful [C]: Any blows that are la	Object Combat Stone for the first target of this attack if it is caug be Activated Directly. Contraption - Mechanical - Object nded by this model must be saved with a -1 modifier.	ht Full Blast.	
Combat Support Save CR CR Movement Combat	3" 3 ? ? ? Mechant	Point Blank [R]: Cast an additional Untrained [T]: This model may not <b>ical Sling</b> Powerful [C]: Any blows that are la	Object Combat Stone for the first target of this attack if it is caug be Activated Directly. Contraption - Mechanical - Object nded by this model must be saved with a -1 modifier.	ht Full Blast.	
Combat Support Save CR Movement Combat Support	3" 3 ? ? ? Mechant 3 ?	Point Blank [R]: Cast an additional Untrained [T]: This model may not <b>ical Sling</b> Powerful [C]: Any blows that are la	Object Combat Stone for the first target of this attack if it is caug be Activated Directly. Contraption - Mechanical - Object nded by this model must be saved with a -1 modifier.	ht Full Blast.	
Combat Support Save CR Movement Combat Support Save	3" 3 ? ? ? ? Mechan	Point Blank [R]: Cast an additional Untrained [T]: This model may not <b>ical Sling</b> Powerful [C]: Any blows that are la	Object Combat Stone for the first target of this attack if it is caug be Activated Directly. Contraption - Mechanical - Object nded by this model must be saved with a -1 modifier.	ht Full Blast.	

<b>KOOP</b>	Net		Object	ITEM	Cost —
Movement Combat Support Save CR	3" 2 ? ? ?	Entangle (4) [C]: The first 4 blows caused by this attack do no dama instead of making a Toughness sare. Fuel [T]: This model does not recover Stamina during the End Phase Untrained [T]: This model may not be Activated Directly.		ne 'Entangled Counter' per blow	
1	Net Fire	<b>Y</b> Contraptic	n – Object	ITEM	Cost
Movement Combat Support Save CR	0" 3 ? ? ?	Entangle [4] [C]: The first 4 blows caused by this attack do no dama 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.		ne 'Entangled Counter' per blow	
	Ornithor	Nata Contraption - M	echanical - Object	ITEM	Cost
Movement Combat Support Save CR Stamina	3" 1 0 ? ? 6	Charge (O) [A]: Fight a combat against an adjacent Enemy immedial model may not benefit from Support. This ability may not be used i Fuel [T]: This model does not recover stamina during the End Pfase Mighty Blow [C]: Use before combat. Cast one additional Combat Stone in Overdrive' [C]: Use before combat. Cast one additional Combat Sto Stamina Limit (3) [T]: This model may never use more than 3 Stami Untrained [T]: This model may not be Activated Directly.	this model had to Move Cauti combat. Any successful Erac r 1e.	iousln.	
	Raft	Во	nt - Object	ITEM	Cost
Movement Combat Support Save CR Stamina	special - 4+ - 3	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.			

1 CO	Small Balloon	Contraption - Mechanical - Object	ITEM	Cost —
Movement Combat Support Save CR Stamina	8" the destina Flying IT: forced to N Flying Tra board the t - - - 4+ model may model does can only en Obstructin 4 Vehicle (1)	T: This model is difficult to control. Place a Target Marker within movement ion 2 inches from the target for each miss (roll a D6 to determine direction). Sto This model may move over Enemy models as long as it has sufficient movemen oce Cantiously. asport (2) [AF If this model is "on the ground", select up to 2 Friendly or Allied r ansport (place the models on the side of the game board). A Medium model cour is workel one can be side of the game board). A Medium model cour is workel one can be side of the game board. A Medium model cour is workel one can be side of the game board. A Medium model cour is move the for the models on the side of the game board. A Medium model cour is move the for the model of the game board. The stark of the game board of the formation of a provention of the stark of the game board of the game board of the game board of the game board prove the starting of a provention of the game board of the game boa	mina can be used to recast stones. It. It may also move at full rate even if nodels that are in base contact with it to its as 2 models, a Large model counts as at least one passenger (not Crew) is on Curn as passengers are on board. Engaged and Obstructed conditions. tact with the base of the ship. Cast 2 bes from the target for each miss (roll a ina the bomb may use its Stamina to	
	Steamboat	Boat - Mechanical - Object	ITEM	Cost
Movement Combat Support Save CR Stamina	Special Untrained	This model cannot be targeted by Ranged Attacks. T} This model may not be Activated Directly. 7 [S]: Re-roll a failed Toughness save.		

Kedashi

Kedashi - Core



	Bagrun	Bomb Carrier	Beast	KEDASHI CORE	Cost 80			
"The humbering b	easts carry basket	s of íshkarru bombs''			00			
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.						
Combat	4	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.						
Support	0							
Save	3+				2000			
CR	1"							
Stamina	2							
	Frenu		Beast - Troop	KEDASHI CORE	Cost 20 for 3			
"Thought by mo	st to be harmless	beasts"						
Movement	10"	Evasive [C]: Each successful Oran cast by this model ca Flying [T]: This model may move over Enemy models a forced to Move Cautionsly.	s long as it bas sufficient moven	ient. It may also move at full rate even if				
Combat	1	Passive [T]: This model may not attack as a Combat Ac Swift [T]: This model may be activated any number of t Untrained [T]: This model may not be Activated Directl	imes each Turn.		2			
Support	Ο	Weak [C]: Blows landed by this model are saved with a -			+JT			
Save	_							
CR	1"							
"Unfailing terror Movement Combat Support Save CR Stamina		<b>Ar (Kedashi Ally)</b> Crunch (3) [C]: Cast an extra 3 Erac Combat Stones whe Indomitable [C]: This model does not lose its Combat Act Mighty Blom [C]: Use before combat. Cast one less Com Pathfinder (0) [S]: At the start of the game you may choo game to deploy this model at least 9 inches from any En Terror [T]: Any model within this model's Command Ra Attacks. They must also cast a successful stone before ra Unstoppable [T]: This model moves at full rate even if Very Powerful [C]: Any blows that are landed by this w Very Tough [S]: Re-roll a failed Toughness save. Wild Animal [T]: This model treats all models as Enemie nearest model.	ion if it is attacked. Sat Stone in combat. Any succes use not to deploy this model. You my models. The model may be a nge casts one less Combat Stone gaining Stamina. orced to Move Cautiously, and i odel must be saved with a -2 mo	sful Erac require two Oran to be blocked. may use an Initiative Counter during the activated during the Turn. in combat and when making Ranged may move through Small Enemy models. difier.	Cost 150			
	Hendree	ek Kelahn	Beast	KEDASHI CORE	Cost			
"Short tailed cou	sin of the Arzor <i>o</i>				100			
Movement	8"	Aggressive (3) [T]: This model always gets a Combat Act Charge (2) [A]: Fight a combat against an adjacent Enen model may not benefit from Support but casts 2 addition	ny immediately after this model l	bas moved using its Basic Movement. This				
Combat	5	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.						
Support	0	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.						
Save	3+	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.						
CR	6"							
Stamina	2							

	Hunting	Akitiin				Beast	KEDASHI CORE	Cost 2O
"Loyal and agg	ressíve protectors"	<b>5</b>						20
Movement	6"				with the Pack[L] ability. cult terrain without Mos	ving Cautiously.		
Combat	3							
Support	1							
Save	5+	Move	Rge blast	CS	Spit Acið Point Blank: Cast an a	ддitional Combat s	tone for the first target of this attack if it i	s s s s s s s s s s s s s s s s s s s
CR	1"	6"	CLUOU	3	caught Full Blast. Stun: This attack does model is Stunned. Roll	no damage, but if a to remove the effe	ny blows are landed then the attacked zt on a 4+ at the start of the End Phase. A d one Support Stone and does not recover	
	Ishkarru	Bomb				Object	KEDASHI CORE	Cost
Movement	?	it, it must roll a 2	2+ Toughness sat	ve. If failed,	, the model is removed a		tivation where it is carrying or Operating	)
Combat	?	Untrained [T]: T	ms mooel may no	t be Activa	ateo Directly.			
Support	?							
Save	?							
CR	?							X
Conving over th Movement Combat Support Save CR Stamina	Kaopi • •******** of •****** 10" 4 1 5+ 6" 1 1	Captain (6) [L]: A Combat Disciplin Dodge' [C]: Force Flying [T]: This n forced to More C Manipulate Swan Command Range Frenu and place e Discard a Small F Discard a Small F one of the swarm Sacrifice [S]: Disca	e* [C]: Recast any your opponent to nodel may move 2autiously. rm (1) [A]: When 1 2. When placing a a Small Frenu Sw Frenu Swarm/Me Frenu Swarm and s. The swarm mo	y or all Cor o turn over over Enem manipulati: a swarm it i varm over t edium Fren ) three Frer ay, not actia	mbat Stones. r one successful Erac. ng models as long as it be ing a swarm all the Fren may be necessary to nui the location of one of tho 10 Swarm and place thre nu or two Small Frenu Si vate this Turn.	u and swarms can dge other models ba se Frenu. The swa e/six Frenu within warms and place a nand Range to gain	<b>KEDASHI CORE</b> nent. It may also move at full rate even if be removed anymbere within this model's ck to make space. · Create: Discard three rm may not activate this Turn. · Disband: 6 inches of the swarm's location. · Grom: Medium Frenu Swarm over the location o a Stamina. This may be done at any time	40
	Kellanior	1 Akitiin				Beast	KEDASHI CORE	Cost 100
"Gíant anð terríf	yíng monstrosítícs"	A approxime (a) rm	This model alm	ane cote a C	Compat Nation if theme -	VO data Estores	Nole within ou	_ ~ ~
Movement	4"	Ambush [S]: Do no 6 inches of the ma	ot deploy this mo arker at the start	del initially of a Comb	at Phase then immediate	iarker anywbere oi ely deploy this mod	ets within 3". 1 the table. If there are any models within el so that its base covers the marker.	
Combat	6	Lunge (3) [C]: Use	e this model's Con	nbat Action	ts at least 4 Erac in coml 1 to attack a model withi obstructing models.	vat. 'n 3". These models	count as adjacent for the duration of the	
Support	0		y blows that are l bis model may no	landed by ti ot be Activa	bis model must be saved ated Directly.	with a -1 modifier		
Save	3+	Wild Animal [T]: nearest model.	This model treat	is all models	s as Enemies and will als	ways use its Comb	at Action to initiate a combat with the	<b>NAME</b>
CR	6"							
Stamina	3							

1	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 opposi Passive [T]: This model may not attack as a Combat Action.	ng Erac.		
Combat	1				
Support	1				
Save	_				
CR	3"				
	Медіит	Frenu Swarm	Тгоор	KEDASHI CORE	Cost Special
"The larger sura	rms become danzero				
Movement	8"	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 su	ufficient moveme	ent. It may also move at full rate even if	
Combat	5	forced to Move Cautiously. Indomitable [C]: This model does not lose its Combat Action if it is attack Sacrifice [S]: Discard a Friendly model from within this model's Comman	ed. d Ranae to aain a	a Stamina. This may be done at any time.	_
Support	2	Swarm (6) [L]: Activate up to 6 Friendly Frenu. Untrained [T]: This model may not be Activated Directly.			
Save	6+				
CR	3"				
Stamina	Special				
	r	· · · · · · · · · · · · · · · · · · ·			
<b>NO</b>	Naralon	Wengi	Beast	KEDASHI CORE	Cost 5
"Small and m	NAVALON íldly annoyíng"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.		KEDASHI CORE	Cost 5
"Small and m Movement		Wengi 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 opposi Passive [T]: This model may not attack as a Combat Action.		KEDASHI CORE	
	ílðly annoyíng"	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 opposi		KEDASHI CORE	
Movement	íldly annoyíng" 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 opposi		KEDASHI CORE	
Movement Combat	iləly annoying" 8" 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 opposi		KEDASHI CORE	
Movement Combat Support	iləly annoying" 8" 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 opposi		KEDASHI CORE	
Movement Combat Support Save	ibiy annoying" 8" 1 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 opposi		KEDASHI CORE	
Movement Combat Support Save	iləly annoyinz" 8" 1 1 — 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 opposi		KEDASHI CORE	5 Cost
Movement Combat Support Save CR	iləly annoyinz" 8" 1 1 — 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 opposi Passive [T]: This model may not attack as a Combat Action.	1g Erac. Beast		5
Movement Combat Support Save CR	ibly annoying" 8" 1 1 - 3" Naralon	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 opposi Passive [T]: This model may not attack as a Combat Action.	1g Erac. Beast		5 Cost
Movement Combat Support Save CR CR	iləly annoyinş" 8" 1 1 - 3" Naralon iləly annoyinş"	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 opposi Passive [T]: This model may not attack as a Combat Action. Wengi Pup 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 opposi	1g Erac. Beast		5 Cost
Movement Combat Support Save CR "Small and m Movement	ibily annoying" 8" 1 1 - 3" Naralon ibily annoying" 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 opposi Passive [T]: This model may not attack as a Combat Action. Wengi Pup 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 opposi	1g Erac. Beast		5 Cost
Movement Combat Support Save CR "Small and m Movement Combat	ibily annoying" 8" 1 1 - 3" Naralon ibily annoying" 8" 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 opposi Passive [T]: This model may not attack as a Combat Action. Wengi Pup 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 opposi	1g Erac. Beast		5 Cost
Movement Combat Support Save CR "Cmall and m Movement Combat Support	ibily annoying" 8" 1 1 - 3" Naralon ibily annoying" 8" 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 opposi Passive [T]: This model may not attack as a Combat Action. Wengi Pup 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 opposi	1g Erac. Beast		5 Cost

	Orduch		Beast	KEDASHI CORE	Cost
		Critter (1) ILI: Activate up to 1 Friendly model with the Crit	tert 1 ability		5
Movement	8"	Evasive [C]: Each successful Oran cast by this model cancel Passive [C]: This model may not attack as a Combat Action	s two opposing Erac.		
Combat	1				
Support	1				
Save	—				In Delle
CR	3"				A MANY
	Seldoath		Beast - Elite	KEDASHI CORE	Cost 60
"Sawage terrors	from the forests"	A second to the second state of the second sta	я Л.	Note with the su	00
Movement	8"	Aggressive (3) [T]: This model always gets a Combat Action Charge (2) [A]: Fight a combat against an adjacent Enemy in model may not benefit from Support but casts 2 additional of Cautious[v.	nmediately after this model	bas moved using its Basic Movement. This	
Combat	4	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Dodge' [C]: Force your opponent to turn over one successfu	Erac.		
Support	1	Lunge (2) [C]: Use this model's Combat Action to attack a m combat. This may be used to attack through obstructing mo Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L	Dels.	ls count as adjacent for the duration of the	
Save	4+	Ranger [T]: This model may move over difficult terrain wit Savage [C]: If all successful casts are Erac then any blows la	hout Moving Cautiously. Inded on the Enemy must b		
CR	12"	Transport (1) [A]: Immediately after this model's Basic Mov contacted by this model during that movement. Place the Ri			
Stamina	2				
	Small Fr	enu Swarm	Troop	KEDASHI CORE	Cost 2O
"Small swarms	of frenu can be a v	uisanee" Combat Discipline* [C]: Recast any or all Combat Stones.			
Movement	10"	Dodge' [C]: Force your opponent to turn over one successful Flying [T]: This model may move over Enemy models as low		ment. It may also move at full rate even if	
Combat	3	forced to Move Cautionsly. Sacrifice [S]: Discard a Friendly model from within this mode Swarm (6) [L]: Activate up to 6 Friendly Frenu.	l's Command Range to gain	n a Stamina. This may be done at any time.	*
Support	1	Untrained [T]: This model may not be Activated Directly.			XX
Save	6+				
CR	3"				
Stamina	Special				
	Sprigg		Beast	KEDASHI CORE	Cost 20
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action Dodge' [C]: Force your opponent to turn over one successfu Instinctive (0, 2) [T]: This model always casts at least 2 Or	Erac. an in combat.		
Combat	4	Lunge (2) [C]: Use this model's Combat Action to attack a m combat. This may be used to attack through obstructing mo Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L	)els.	ls count as adjacent for the duration of the	
Support	1	Pathfinder ( $O$ ) [S]: At the start of the game you may choose $r$ game to deploy this model at least 9 inches from any Enemy	not to deploy this model. Yo models. The model may be	u may use an Initiative Counter during the activated during the Turn.	
Save	4+	Ranger [T]: This model may move over difficult terrain wit Solo [T]: If this model is Activated Directly then after it has	pout Moving Cautiously. activated you may return	one of your Initiative Counters to the pool.	XL
CR	12"				
Stamina	1				

1 Des	Tiny Ak	itiin	east	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 Passive [T]: This model may not attack as a Combat Action.	Erac.		
Combat	1				
Support	1				
Save	_				
CR	3"				
	Tobkarri	E	east	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	
Combat	2	contacted by this model during that movement. Place the Rider[T] models a Untrained [T]: This model may not be Activated Directly.	)jacent to this v	nodel.	
Support	Ο			•	- Alex
Save	4+				
CR	1"				
	Tohkarri	Bomb Carrier	seast	KEDASHI CORE	Cost 30
"Immune to the	stíngs of the íshkarı	"." Bomb Carrier [T]: Any Frenu that begin their Activation within this model	s Соттанд В	unae lose Weeder and eatin the	50
Movement	("	bomo Carrier [1]. Any frend that begin their Acto ation within this model			
	6"	Charge[A] (2) ability for the duration of the Activation. Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	s Communo 10		
Combat	0" 2	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.	s Communo IX		
		Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.		, , , , , , , , , , , , , , , , , , ,	
Combat	2	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	s command ta		
Combat Support	2 O	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	s communo xe	, , , , , , , , , , , , , , , , , , ,	
Combat Support Save	2 0 4+	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	s communo xe		
Combat Support Save	2 0 4+	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly.	Elite	KEDASHI CORE	Cost
Combat Support Save CR	2 O 4+ 1"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly. ii BOSS			Cost 40
Combat Support Save CR	2 0 4+ 1" Trebarni	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly. ii BOSS rarchy" Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.			
Combat Support Save CR CR	2 0 4+ 1" Trebarni have a primitive bie	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly. ii BOSS	Elite nnce per combat	KEDASHI CORE	
Combat Support Save CR "They appear to Movement	2 0 4+ 1" Trebarni have a primitive hie 6"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly. ii BOSS rarehy" 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.	Elite nnce per combat	KEDASHI CORE	
Combat Support Save CR CR "They appear to Movement Combat	2 0 4+ 1" Trebarni have a primitive hie 6" 3	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly. ii BOSS rarehy" 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.	Elite nnce per combat	KEDASHI CORE	
Combat Support Save CR "They appear to Movement Combat Support	2 0 4+ 1" Trebarni have a primitive hie 6" 3 1	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly. ii BOSS rarehy" 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.	Elite nnce per combat	KEDASHI CORE	

	Trebarn	ii BossBoss	Elite	KEDASHI CORE	Cost 60
"The greatest lea	vers of the trebarnii	"			00
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 <sup>*</sup> [C]: Recast any or all Combat Stones.			
Combat	3	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Get 'eml' [A]: Select one Friendly Beast model within this mod	Troops, or Civilians.		
Support	1	Get emit [A] select one Friendly beast model mitijn tijls mod benefit from Support. Ranger [T]: This model may move over difficult terrain with		nnae a Comoat Action. Bour sides may	
Save	5+				
CR	12"				
Stamina	2				
1	Trebarn	ii Bross	Beast - Elite	KEDASHI CORE	Cost 40
"Not all brutes	are stupid"				40
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if Beast Handler (3) [L]: Activate up to 3 Friendly Beasts. Charge (2) [A]: Fight a combat against an adjacent Enemy im	mediately after this model	bas moved using its Basic Movement. This	
Combat	4	model may not benefit from Support but casts 2 additional Co Cautionsly.	-		
Support	1	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Pounce (3) [C]: Use this model's Combat Action to more up to Ranger [T]: This model may move over difficult terrain with savage [C]: If all successful casts are Erac then any bloms lan	3" and fight a combat aga out Moving Cautiously.	inst an adjacent Enemy model.	
Save	3+	Trainer (2, Beast Handler) [T]: At the start of the game, up to			
CR	6"				
1 COL	Trebarn	ii Brute	Beast - Troop	KEDASHI CORE	Cost 20
"The huge brutes	Trebarn . accompany their sv		Beast - Troop	KEDASHI CORE	Cost 30
The huge brutes Movement		naller kin" Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy im model may not benefit from Support but casts 2 additional Co	there are any Enemy mo mediately after this model	dels within 3". has moved usina its Basic Movement. This	
, , -	accompany their sv	naller kin" Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy im model may not benefit from Support but casts 2 additional Co Cantiously. Pounce (3) [C]: Use this model's Combat Action to move up to	there are any Enemy mo mediately after this model ombat Stones. This ability 3" and fight a combat aga	dels within 3". bas moved using its Basic Movement. This may not be used if this model had to Move	
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Movement Combat	. accompany their or 6" 4	naller kin" Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy im model may not benefit from Support but casts 2 additional Co Cautiously. Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously.	dels within 3". l has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model.	
Movement Combat Support	e accompany their or 6" 4 1	naller kin" Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy im model may not benefit from Support but casts 2 additional Co Cautiously. Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously.	dels within 3". l has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model.	
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Movement Combat Support Save	e accompany their or 6" 4 1 3+ 2"	naller kin" Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy im model may not benefit from Support but casts 2 additional Co Cautiously. Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously.	dels within 3". l has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model.	30 Cost
Movement Combat Support Save CR	accompany their or 6" 4 1 3+ 2" Trebarn	naller kin" Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy im model may not benefit from Support but casts 2 additional Co Cautious[y]. Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with Savage [C]: If all successful casts are Erac then any blows lan	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously. Ided on the Enemy must b	dels within 3". l has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model. e saved with a -1 modifier.	30
Movement Combat Support Save CR	e accompany their or 6" 4 1 3+ 2"	naller kin" Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy im model may not benefit from Support but casts 2 additional Co Cautious[y]. Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with Savage [C]: If all successful casts are Erac then any blows lan	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously. ded on the Enemy must b Troop Troop	dels within 3". l'has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model. e saved with a -1 modifier. KEDASHI CORE	30 Cost
Movement Combat Support Save CR CR	e accompany their or 6" 4 1 3+ 2" Trebarn who good the beast	<ul> <li>nuller kin"</li> <li>Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy immodel may not benefit from Support but casts 2 additional Co Cautiously.</li> <li>Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with Savage [C]: If all successful casts are Erac then any blows lan</li> <li>if Goader</li> <li>s to Lottl."</li> <li>Beast Handler (3) [L]: Activate up to 3 Friendly Beasts.</li> <li>Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" din</li> </ul>	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously. ded on the Enemy must b Troop Troop	dels within 3". l'has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model. e saved with a -1 modifier. KEDASHI CORE	30 Cost
Movement Combat Support Save CR "Brave trebarnii Movement	: лесотрану their or 6" 4 1 3+ 2" Trebarn wiho gond the least 6"	<ul> <li>nuller kin"</li> <li>Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy immodel may not benefit from Support but casts 2 additional Co Cautiously.</li> <li>Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with Savage [C]: If all successful casts are Erac then any blows lan</li> <li>if Goader</li> <li>s to Lottl."</li> <li>Beast Handler (3) [L]: Activate up to 3 Friendly Beasts.</li> <li>Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" din</li> </ul>	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously. ded on the Enemy must b Troop Troop	dels within 3". l'has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model. e saved with a -1 modifier. KEDASHI CORE	30 Cost
Movement Combat Support Save CR "Brave trebarnii Movement Combat	: лесотрану their or 6" 4 1 3+ 2" <b>Trebarn</b> who zond the beast 6" 2	<ul> <li>nuller kin"</li> <li>Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy immodel may not benefit from Support but casts 2 additional Co Cautiously.</li> <li>Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with Savage [C]: If all successful casts are Erac then any blows lan</li> <li>if Goader</li> <li>s to Lottl."</li> <li>Beast Handler (3) [L]: Activate up to 3 Friendly Beasts.</li> <li>Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" din</li> </ul>	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously. ded on the Enemy must b Troop Troop	dels within 3". l'has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model. e saved with a -1 modifier. KEDASHI CORE	30 Cost
Movement Combat Support Save CR "Brow trebornii Movement Combat Support	: лесотрану their or 6" 4 1 3+ 2" <b>Trebarn</b> who zond the beast 6" 2 1	<ul> <li>nuller kin"</li> <li>Aggressive (3) [T]: This model always gets a Combat Action if Charge (2) [A]: Fight a combat against an adjacent Enemy immodel may not benefit from Support but casts 2 additional Co Cautiously.</li> <li>Pounce (3) [C]: Use this model's Combat Action to move up to Ranger [T]: This model may move over difficult terrain with Savage [C]: If all successful casts are Erac then any blows lan</li> <li>if Goader</li> <li>s to Lottl."</li> <li>Beast Handler (3) [L]: Activate up to 3 Friendly Beasts.</li> <li>Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" din</li> </ul>	there are any Enemy mo mediately after this model mbat Stones. This ability 3" and fight a combat aga out Moving Cautiously. ded on the Enemy must b Troop Troop	dels within 3". l'has moved using its Basic Movement. This may not be used if this model had to Move inst an adjacent Enemy model. e saved with a -1 modifier. KEDASHI CORE	30 Cost

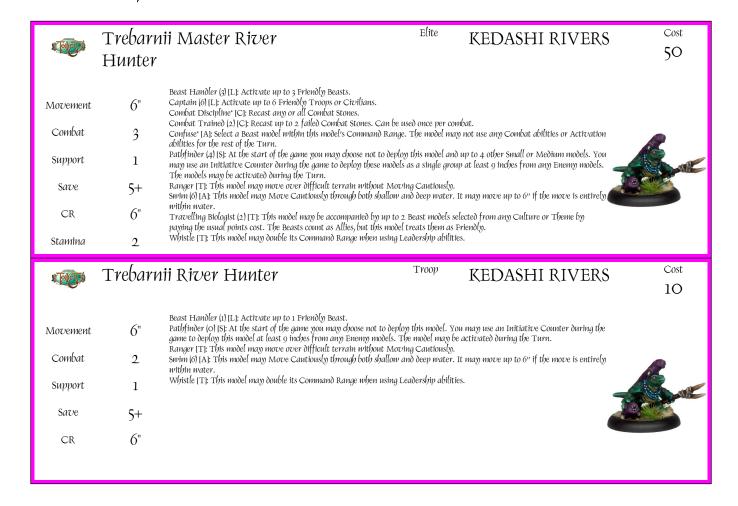
	Trebarn	ii Howlet	r			Тгоор	KEDASHI CORE	Cost 15
"Attacking in a	cacophony of noise'	,						1)
Movement	6"	Surefooted [T]: T Bomber [A]: If thi	his model ma s model is ad	y re-roll a fai jacent to a m	led Agility Test. Idel with the Bomb Ca		vels within 3". may take one Ishkarru bomb. It may	
Combat	1	Flit [C]: Use this i	model's Com	bat Action to	ack to cast an additio move up to 3 inches.			
Support	1	Ranger [T]: This	model may n	nove over dif	with the Pack[L] abil ficult terrain without nodel with the Transp	Moving Cautiously.		
Save	6+							
CR	12"	Move	Rge	CS	Throw Stones			
		6"	6"	2				
1 DO	Trebarn Bristleba	ii Howlei Ick	r			Elite	KEDASHI CORE	Cost 60
"The bizzest and	loudest of the hon	lers"						
Movement	6"	Dodge* [C]: Force	(1) [C]: Recas your oppone	t up to 1 faile ent to turn oz	d Combat Stone. Can ver one successful Era		it.	
Combat	2	Pathfinder (7) [S]: may use an Initid	At the start ative Counte	of the game y er during the g	jame to deploy these i	) deploy this model and 1	up to 7 other Small or Medium models. You 9 at least 9 inches from any Enemy models.	
Support	1	The models may Ranger [T]: This Didor [T]: This	model max n	nove over dif		Moving Cautiously.		
Save	6+	Kiber [1]: 1918 m	ooel may be	mooeo oy a n	iooet with the Transp	oritaj aonity.		
CR	12"	Move	Rge	CS	Throw Stones			Print and Print
Stamina	1	6"	6"	2	Accurate: Recast 1	np to one failed Combat	Stone for this attack.	
	Trebarn	ii Jenta				Civilian	KEDASHI CORE	Cost 5
"Trebarníí are s	it to work from a	/						J
Movement	6"	Beast Handler (1) Ranger [T]: This Untrained [T]: T	model may n	nove over dif	ficult terrain without	Moving Cantionsly.		
Combat	1							
Support	1							
Save	5+							
CR	6"						4	
	Trebarn	ii Swarm	caller			Elite	KEDASHI CORE	Cost 30
"At one with the	: deadly snearms"							)0
Movement	6"	Dodge* [C]: Force	ctivate up to your oppone	0 6 Friendly T ent to turn ot	`roops or Civilians. er one successful Era			
Combat	3	Command Range	. When placi	ing a swarm i	t may be necessary t	o nudge other models ba	be removed anywhere within this model's ck to make space. • Create: Discard three rm may not activate this Turn. • Disband:	
Support	1	Discard a Small I	renu Swarn renu Swarn	1/Medium Fre 1 and three Fr	enu Swarm and place enu or two Small Fre	three/six Frenu within	6 inches of the swarm's location. Grow: Medium Frenu Swarm over the location of	
Save	5+	Ranger [T]: This	model may n	nove over dif	ficult terrain without	Moving Cautiously. Command Range to gain	a Stamina. This may be done at any time.	
CR	6"							
Stamina	Special							

1 COM	Trebarn	ii Warrior	Тгоор	KEDASHI CORE	Cost 10
"The trebarníí ar	e a nuísance for tr	avellers"			10
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Ranger [T]: This model may move over difficu			
Combat	2				
Support	1				
Save	5+				
CR	6"				
1	War Spi	rigg	Beast	KEDASHI CORE	Cost 45
Movement Combat	6" 4	Aggressive (3) [T]: This model always gets a Co Dodge' [C]: Force your opponent to turn over c Lunge (2) [C]: Use this model's Combat Action combat. This may be used to attack through ob Pack (1) [L]: Activate up to 1 Friendly model wi	me successful Erac. to attack a model within 2". These model structing models. th the Pack[1] ability.	s count as adjacent for the duration of the	-+)
Support	1	Pathfinder (0) [S]: At the start of the game you game to deploy this model at least 9 inches from Ranger [T]: This model may move over difficu	may choose not to deploy this model. You 1 any Enemy models. The model may be	n may use an Initiative Counter during the activated during the Turn.	
Save	4+	Savage [C]: If all successful casts are Erac then Solo [T]: If this model is Activated Directly then	any blows landed on the Enemy must be		
CR	12"				
Stamina	1				
	Young C	Queen	Queen	KEDASHI CORE	Cost
	0				00
"Lenv keðashí gue	ens venture from t	þeir nests"			60
"Jew keðashí gue Movement	0	Commander (4) [L]: Activate up to 4 Friendly Dodge' [C]: Force your opponent to turn over o Ranger [T]: This model may move over difficu	me successful Erac. It terrain without Moving Cautiously.		00
	iens venture from t	Commander (4) [L]: Activate up to 4 Friendly o Dodge <sup>•</sup> [C]: Force your opponent to turn over o	me successful Erac. It terrain without Moving Cautiously. bin this model's Command Range to gain be model. You may never have more Fr	enu on the board than you started the game	
Movement	iens venture from t 6"	Commander (4) [L]: Activate up to 4 Friendly ( Dodge' [C]: Force your opponent to turn over c Ranger [T]: This model may move over difficu Sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to t with, so you may not Spann Frenu[S] that bav Terrain (2, Forests] [T]: After deploying this ma Command Range. The terrain may not be plac	me successful Erac. It terrain witbout Moving Cautiously. In this model's Command Range to gain the model. You may never have more Fr e been removed through Manipulate Swe del you may immediately place 2 pieces e o over any models or other terrain feat	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within"	
Movement Combat	ens venture from t 6" 3	Commander (4) [L]: Activate up to 4 Friendly ( Dodge' [C]: Force your opponent to turn over of Ranger [T]: This model may move over oifficu Sacrifice [S]: Discard a Friendly model from wit Spawn Frenu' [S]: Place one Frenu adjacent to t with, so you may not Spawn Frenu[S] that haz Terrain (2, Forests) [T]: After deploying this ma	me successful Erac. It terrain without Moving Cautionsly. Ihin this model's Command Range to gain he model. You may never have more Fr e been removed through Manipulate Swe del you may immediately place 2 pieces ed over any models or other terrain feat ite is within the area. "Completely within	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the	
Movement Combat Support	ene venture from t 6" 3 1	Commander [4] [L]: Activate up to 4 Friendly ( Dodge' [C]: Force your opponent to turn over of Ranger [T]: This model may move over difficu sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to to with, so you may not Spann Frenu[S] that bac Terrain [2, Forests] [T]: After deploying this mu Command Range. The terrain may not be plac just means that some part of the model/Templa area.	me successful Erac. It terrain without Moving Cautionsly. Ihin this model's Command Range to gain he model. You may never have more Fr e been removed through Manipulate Swe del you may immediately place 2 pieces ed over any models or other terrain feat ite is within the area. "Completely within	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the	00
Movement Combat Support Save	core vonture from 6 6" 3 1 5+	Commander [4] [L]: Activate up to 4 Friendly ( Dodge' [C]: Force your opponent to turn over of Ranger [T]: This model may move over difficu sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to to with, so you may not Spann Frenu[S] that bac Terrain [2, Forests] [T]: After deploying this mu Command Range. The terrain may not be plac just means that some part of the model/Templa area.	me successful Erac. It terrain without Moving Cautionsly. Ihin this model's Command Range to gain he model. You may never have more Fr e been removed through Manipulate Swe del you may immediately place 2 pieces ed over any models or other terrain feat ite is within the area. "Completely within	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the	
Movement Combat Support Save CR	cree ventuur from 1 6" 3 1 5+ 9"	Commander [4] [L]: Activate up to 4 Friendly ( Dodge' [C]: Force your opponent to turn over of Ranger [T]: This model may move over difficu sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to to with, so you may not Spann Frenu[S] that bac Terrain [2, Forests] [T]: After deploying this mu Command Range. The terrain may not be plac just means that some part of the model/Templa area.	me successful Erac. It terrain without Moving Cautionsly. Ihin this model's Command Range to gain he model. You may never have more Fr e been removed through Manipulate Swe del you may immediately place 2 pieces ed over any models or other terrain feat ite is within the area. "Completely within	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the	Cost
Movement Combat Support Save CR	спо vonture from t 6" 3 1 5+ 9" 2 Zanbee	Commander (4) [L]: Activate up to 4 Friendly ( Dodge' [C]: Force your opponent to turn over o Ranger [T]: This model may move over difficu Sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to to with, so you may not Spann Frenu[S] that bac Terrain (2, Forests) [T]: After deploying this un Command Range. The terrain may not be plac just means that some part of the model/Templa area. Trainer (2, Loyalty(Queen)) [T]: At the start of	me successful Erac. It terrain without Moving Cautiously. In this model's Command Range to gain he model. You may never have more Fr e been removed through Manipulate Swe dol you may immediately place 2 pieces ed over any models or other terrain feat ite is within the area. "Completely within the game, up to 2 models in the force ma Beast	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the ny be given the Loyalty(Queen) ability.	
Movement Combat Support Save CR Stamina	спо vonture from t 6" 3 1 5+ 9" 2 Zanbee	Commander (4) [L]: Activate up to 4 Friendly of Dodge' [C]: Force your opponent to turn over of Ranger [T]: This model may move over difficu Sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to 1 with, so you may not Spann Frenu[S] that bac Terrain (2, Forests) [T]: After deploying this nu Command Range. The terrain may not be plac just means that some part of the model/Templa area. Trainer (2, Loyalty(Queen)) [T]: At the start of Evasive [C]: Each successful Oran cast by this Flying [T]: This model may move over Enemy forced to Move Cautionsly.	me successful Erac. It terrain without Moving Cautionsly. In this model's Command Range to gain be model. You may never have more Fr e been removed through Manipulate Swe del you may immediately place 2 pieces ed over any models or other terrain feat the is within the area. "Completely within the game, up to 2 models in the force ma Beast model cancels two opposing Erac. models as long as it has sufficient movem	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the ny be given the Loyalty(Queen) ability.	Cost
Movement Combat Support Save CR Stamina	спо vonture from t 6" 3 1 5+ 9" 2 Zanbee c forest"	Commander (4) [L]: Activate up to 4 Friendly of Dodge' [C]: Force your opponent to turn over c Ranger [T]: This model may more over difficu Sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to t with, so you may not Spann Frenu[S] that bac Terrain (2, Forests) [T]: After deploying this ma Command Range. The terrain may not be plac just means that some part of the model/Templa area. Trainer (2, Loyalty[Queen]) [T]: At the start of Evasite [C]: Each successful Oran cast by this Flying [T]: This model may more over Enemy	me successful Erac. It terrain without Moving Cautiously. In this model's Command Range to gain be model. You may never have more Fr e been removed through Manipulate Sw del you may immediately place 2 pieces ed over any models or other terrain feat ite is within the area. "Completely within the game, up to 2 models in the force ma Beast model cancels two opposing Erac. models as long as it has sufficient moven mbat Action. 20 Directly.	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the ny be given the Loyalty(Queen) ability.	Cost
Movement Combat Support Save CR Stamina Ciny pests of th Movement	cone vonture from t 6" 3 1 5+ 9" 2 Zanbee c forest" 6"	Commander (4) [L]: Activate up to 4 Friendly of Dodge' [C]: Force your opponent to turn over of Ranger [T]: This model may move over difficu Sacrifice [S]: Discard a Friendly model from wit Spann Frenu' [S]: Place one Frenu adjacent to t with, so you may not Spann Frenu[S] that hav Terrain (2, Forests) [T]: After deploying this ma Command Range. The terrain may not be plac just means that some part of the model/Templa area. Trainer (2, Loyalty/Queen]) [T]: At the start of Evasive [C]: Each successful Oran cast by this Flying [T]: This model may move over Enemy forced to Move Cautions[y. Passive [T]: This model may not attack as a Ca Untrained [T]: This model may not be Activati	me successful Erac. It terrain without Moving Cautiously. In this model's Command Range to gain be model. You may never have more Fr e been removed through Manipulate Sw del you may immediately place 2 pieces ed over any models or other terrain feat ite is within the area. "Completely within the game, up to 2 models in the force ma Beast model cancels two opposing Erac. models as long as it has sufficient moven mbat Action. 20 Directly.	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the ny be given the Loyalty(Queen) ability.	Cost
Movement Combat Support Save CR Stamina "Tiny pests of th Movement Combat	cone venture from 6 6" 3 1 5+ 9" 2 Zanbee c forcet" 6" 1	Commander (4) [L]: Activate up to 4 Friendly of Dodge' [C]: Force your opponent to turn over of Ranger [T]: This model may more over difficu Sacrifice [S]: Discard a Friendly model from wit Spann Frenn' [S]: Place one Frenu adjacent to 1 with, so you may not Spann Frenu[S] that bac Terrain (2, Forests) [T]: After deploying this ma Command Range. The terrain may not be plac just means that some part of the model/Templa area. Trainer (2, Loyalty(Queen)] [T]: At the start of Flying [T]: This model may move over Enemy forced to Move Cautionsly. Passive [T]: This model may not attack as a Co Untrained [T]: This model may not attack as a Co Untrained [T]: This model may not attack as a Co Untrained [T]: This model may not be Activat Weak [C]: Blows landed by this model are saved Move Rge CS if	me successful Erac. It terrain without Moving Cautionsly. bin this model's Command Range to gain be model. You may never have more Fr e been removed through Manipulate Smo del you may immediately place 2 pieces ed over any models or other terrain feat the is within the area. "Completely within the game, up to 2 models in the force ma Beast model cancels two opposing Erac. models as long as it has sufficient moven what Action. 20 Directly. 0 with a +1 modifier.	enu on the board than you started the game arm[A]. of terrain of type Forests within its ures. Note: as a general principle, "within" n" means that it must be entirely within the ny be given the Loyalty(Queen) ability.	Cost

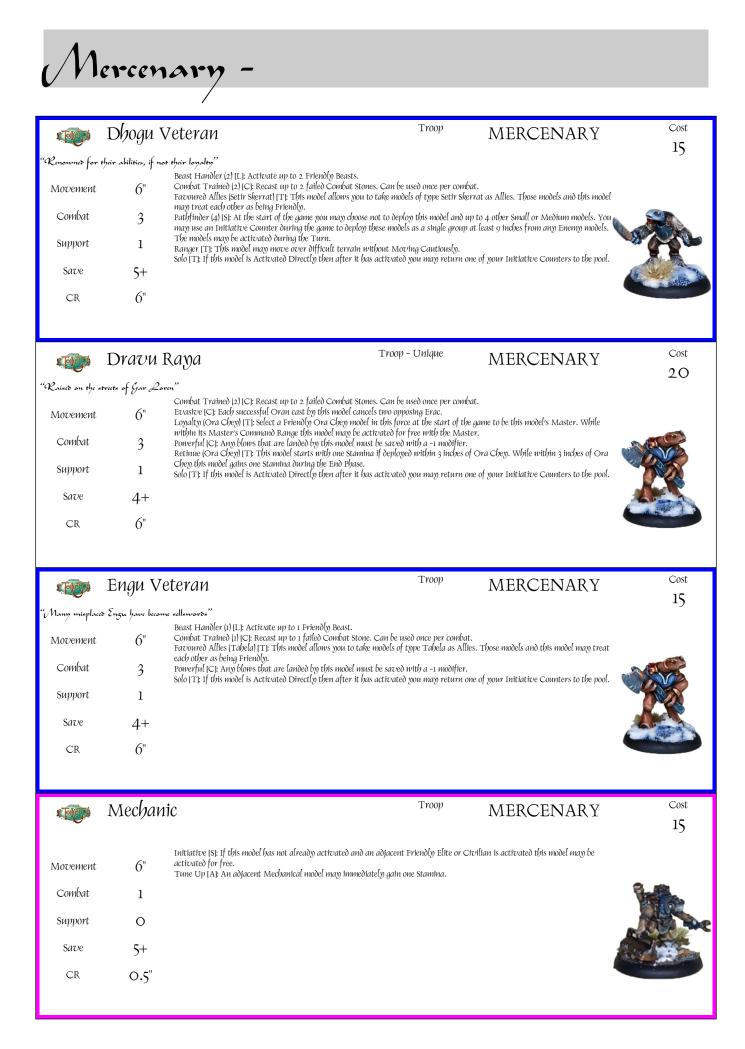
Keðashí - Kíterak

The Kiterak Queen - Unique Cost **NOR** KEDASHI KITERAK 100 "The ancient queen' 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. Movement 6" Sacrifice [S] Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time. Spann 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]. Combat 4 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. Support 1 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 Save 4 +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) CR **O**" 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. Stamina 2

Keðashí - Rívers



Mercenary

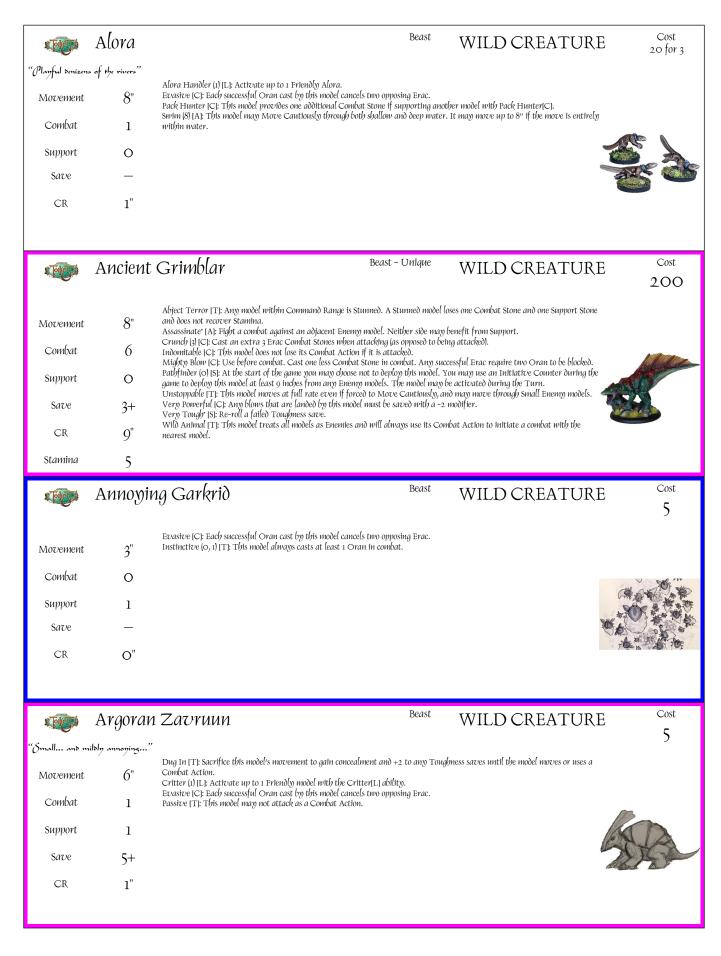


	Ora Che	ey			Troop - Unique	MERCENARY	Cost 2.O
"Coarse tonqued,	with negotiable mo	ral values"					20
Movement	6"	Combat Trained Loyalty (Dravu While within its	Raya) [T]: Sel Master's Con	ect a Friendly nmand Range	ed Combat Stones. Can be used once per combe 9 Dravu Raya model in this force at the start 1 this model may be activated for free with the	of the game to be this model's Master. Master.	
Combat	3		iative Counte	r during the g	юи may choose not to deploy this model and и jame to deploy these models as a single group с ит		
Support	1	Ranger [T]: This Retinue (Dravu Dravu Raya thi	s model may n Raya) [T]: Th is model gains	10ve over diff is model start one Stamina	ficult terrain without Moving Cautiously. Is with one Stamina if deployed within 3 inches during the End Phase.		
Save	5+	Solo [T]: If this n	nodel is Activa	ited Directly	then after it has activated you may return on	ne of your Initiative Counters to the pool.	
CR	6"	Move	Rge	CS	Throwing Knives		
		6"	6"	2	Accurate: Recast up to one failed Combat S	itone for this attack.	
	Pallirnai	of Kobel	6		Troop	MERCENARY	Cost 40
Movement	6"	Assassinate* [A]: Combat Discipli	: Fight a comba ne* [C]: Recast	nt against an : any or all C	Oran if it is the target of a Ranged Attack. Th adjacent Enemy model. Neither side may bene ombat Stones.	efit from Support.	
Combat	3		e your oppone	nt to turn ov	2d Combat Stones. Can be used once per comba er one successful Erac. tone	at.	
Support	1	Pounce (2) [C]: U	Jse this model's	s Combat Act	ion to move up to 2" and fight a combat again then after it has activated you may return on	nst an adjacent Enemy model. ne of your Initiative Counters to the pool.	
Save	5+						
CR	6"					•	
Stamina	3						
					-		
	Preed				Troop	MERCENARY	Cost 50
Movement	Preed 6"	Favoured Allies	) (2) [С]: Recas (Graku) [Т]: Т	t up to 2 faile		nt.	
Movement Combat		Combat Trained Favoured Allies each other as bei Get 'em!* [A]: Se	) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend	t up to 2 faile bis model allo	' ndly Beasts. 20 Combat Stones. Can be used once per combc	at. s. Those models and this model may treat	
	6"	Combat Trained Favoured Allies each other as bei Get 'em!' [A]: Sel benefit from Sup Pathfinder (4) [S] may use an Init	) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. ]: At the start iative Counte	t up to 2 faile bis model allo bly Beast mod of the game y r during the g	ndly Beasts. 20 Combat Stones. Can be used once per combo nws you to take models of type Graku as Allie: el within this model's Command Range to init ou may choose not to deploy this model and up game to deploy these models as a single group a	at. s. Those models and this model may treat iate a Combat Action. Both sides may 9 to 4 other Small or Medium models. You	
Combat	6" 2	Combat Trained Faroured Allies each other as bei Get 'em!' [A]: Sel benefit from Sup Pathfinder (4) [S] may use an Init The models may Ranger [T]: This Retinue (Preed's	) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. ]: At the start iative Counte 5 be activated (i 5 model may w Graku) [T]: T	t up to 2 faile bis model allo bly Beast mod of the game y r during the g during the Ti nove over diff bis model star	ndly Beasts. 20 Combat Stones. Can be used once per comba nws you to take models of type Graku as Allie: el within this model's Command Range to initi ou may choose not to deploy this model and up jame to deploy these models as a single group a rm. icult terrain without Moving Cautiously. ts with one Stamina if deployed within 3 inch	at. s. Those models and this model may treat iate a Combat Action. Both sides may 9 to 4 other Small or Medium models. You at least 9 inches from any Enemy models.	
Combat Support	6" 2 1	Combat Trained Faroured Allies each other as bei Get 'em!' [A]: Sel benefit from Sup Pathfinder (4) [S] may use an Init The models may Ranger [T]: This Retinue (Preed's	) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. ]: At the start iative Counte 5 be activated (i 5 model may w Graku) [T]: T	t up to 2 faile his model allo of the game y r during the g during the T www over diff his model stan ins one Stami	ndly Beasts. d Combat Stones. Can be used once per combo on's you to take models of type Graku as Allie: el within this model's Command Range to initi ou may choose not to deploy this model and up game to deploy these models as a single group a rn. 'icult terrain without Moving Cautiously.	at. s. Those models and this model may treat iate a Combat Action. Both sides may 9 to 4 other Small or Medium models. You at least 9 inches from any Enemy models.	
Combat Support Save	6" 2 1 5+	Combat Trained Fazoured Allies each other as bei Get 'em!' [A]: Sel benefit from Sup Pathfinder (A) [S] may use an Init The models may Ranger [T]: This Retinue (Preed's of Preed's Graku	) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. ): At the start i ative Counte b e activated of model may m Graku) [T]: T a this model ga	t up to 2 faile his model allo of the game y r during the g during the T www over diff his model stan ins one Stami	ndly Beasts. 20 Combat Stones. Can be used once per comba nws you to take models of type Graku as Allie: el within this model's Command Range to initi ou may choose not to deploy this model and up jame to deploy these models as a single group a rm. ficult terrain without Moving Cautiously. ts with one stamina if deployed within 3 incle ina during the End Phase.	at. s. Those models and this model may treat iate a Combat Action. Both sides may o to 4 other Small or Medium models. You at least 9 inches from any Enemy models. es of Preed's Graku. While within 3 inches itone for this attack.	
Combat Support Save CR	6" 2 1 5+ 6"	Combat Trained Faroured Allies each other as bei Get 'enn' [A] sel benefit from Sup Pathfinder (4) [S] may use an Init The models may Ranger [T] This Retinue (Preed's of Preed's Graku Morve 1"	) (2) [C]: Recas (Graku) [T]: T ing Friend[y. lect one Friend port. ): At the start i iative Counte be activated i s model may m Graku) [T]: T a this model ga Rge	t up to 2 faile his model allo My Beast mod of the game y r during the g during the Ti nove over diff his model stan ins one Stan	ndly Beasts. 20 Combat Stones. Can be used once per combo nws you to take models of type Graku as Allie: el within this model's Command Range to init ou may choose not to deploy this model and up pame to deploy these models as a single group a rm. icult terrain without Moving Cautiously. rts with one stamina if deployed within 3 inche ina during the End Phase. Crossbow Accurate: Recast up to one failed Combat S	at. s. Those models and this model may treat iate a Combat Action. Both sides may o to 4 other Small or Medium models. You at least 9 inches from any Enemy models. es of Preed's Graku. While within 3 inches itone for this attack.	
Combat Support Save CR	6" 2 1 5+ 6" 1	Combat Trained Fazoureo Allies each other as bei Get 'em! [A: Sel benefit from Sup Pathfinder [4] [S] may use an Init The models may Ranger [T]: This Retinue (Preed's of Preed's Graku Moze 1" ht Initiative [S]: If activated for fre	b) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. : At the start i iative Counte is model may in Graku) [T]: T i this model ga Rge 12"	t up to 2 faile bis model allo oly Beast mod of the game y ouring the G ouring the Ti nove over diff bis model star ins one Star CS - 2 not already o	ndly Beasts. 20 Combat Stones. Can be used once per combo wws you to take models of type Graku as Allie: el within this model's Command Range to initi ou may choose not to deploy this model and up anne to deploy these models as a single group a urn. icult terrain without Moving Cautiously. rts with one Stamina if deployed within 3 inche ina during the End Phase. Crossbow Accurate: Recast up to one failed Combat S Powerful: Any blows that are landed by thi	at. s. Those models and this model may treat iate a Combat Action. Both sides may o to 4 other Small or Medium models. You at least 9 inches from any Enemy models. es of Preed's Graku. While within 3 inches stone for this attack. is model must be saved with a -1 modifier. MERCENARY	50 Cost
Combat Support Save CR Stamina	6" 2 1 5+ 6" 1 Shipwrig	Combat Trained Fazoureo Allies each other as bei Get 'em! [A: Sel benefit from Sup Pathfinder [4] [S] may use an Init The models may Ranger [T]: This Retinue (Preed's of Preed's Graku Moze 1" ht Initiative [S]: If activated for fre	b) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. : At the start i iative Counte is model may in Graku) [T]: T i this model ga Rge 12"	t up to 2 faile bis model allo oly Beast mod of the game y ouring the G ouring the Ti nove over diff bis model star ins one Star CS - 2 not already o	ndly Beasts. 20 Combat Stones. Can be used once per combo nws you to take models of type Graku as Allie: el within this model's Command Range to init ou may choose not to deploy this model and up anne to deploy these models as a single group a trn. i'cult terrain without Moving Cautiously. rts with one Stamina if deployed within 3 inche ina during the End Phase. Crossbow Accurate: Recast up to one failed Combat S Powerful: Any blows that are landed by thi <b>Civilian</b> activated and an adjacent Friendly Elite or Ci	at. s. Those models and this model may treat iate a Combat Action. Both sides may o to 4 other Small or Medium models. You at least 9 inches from any Enemy models. es of Preed's Graku. While within 3 inches stone for this attack. is model must be saved with a -1 modifier. MERCENARY	50 Cost
Combat Support Save CR Stamina	6" 2 1 5+ 6" 1 Shipwrig 6"	Combat Trained Fazoureo Allies each other as bei Get 'em! [A: Sel benefit from Sup Pathfinder [4] [S] may use an Init The models may Ranger [T]: This Retinue (Preed's of Preed's Graku Moze 1" ht Initiative [S]: If activated for fre	b) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. : At the start i iative Counte is model may in Graku) [T]: T i this model ga Rge 12"	t up to 2 faile bis model allo oly Beast mod of the game y ouring the G ouring the Ti nove over diff bis model star ins one Star CS - 2 not already o	ndly Beasts. 20 Combat Stones. Can be used once per combo nws you to take models of type Graku as Allie: el within this model's Command Range to init ou may choose not to deploy this model and up anne to deploy these models as a single group a trn. i'cult terrain without Moving Cautiously. rts with one Stamina if deployed within 3 inche ina during the End Phase. Crossbow Accurate: Recast up to one failed Combat S Powerful: Any blows that are landed by thi <b>Civilian</b> activated and an adjacent Friendly Elite or Ci	at. s. Those models and this model may treat iate a Combat Action. Both sides may o to 4 other Small or Medium models. You at least 9 inches from any Enemy models. es of Preed's Graku. While within 3 inches stone for this attack. is model must be saved with a -1 modifier. MERCENARY	50 Cost
Combat Support Save CR Stamina Movement Combat	6" 2 1 5+ 6" 1 Shipwrig 6" 1	Combat Trained Fazoureo Allies each other as bei Get 'em! [A: Sel benefit from Sup Pathfinder [4] [S] may use an Init The models may Ranger [T]: This Retinue (Preed's of Preed's Graku Moze 1" ht Initiative [S]: If activated for fre	b) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. : At the start i iative Counte is model may in Graku) [T]: T i this model ga Rge 12"	t up to 2 faile bis model allo oly Beast mod of the game y ouring the G during the Ti nove over diff bis model stan CS - 2 not already o	ndly Beasts. 20 Combat Stones. Can be used once per combo nws you to take models of type Graku as Allie: el within this model's Command Range to init ou may choose not to deploy this model and up anne to deploy these models as a single group a trn. i'cult terrain without Moving Cautiously. rts with one Stamina if deployed within 3 inche ina during the End Phase. Crossbow Accurate: Recast up to one failed Combat S Powerful: Any blows that are landed by thi <b>Civilian</b> activated and an adjacent Friendly Elite or Ci	at. s. Those models and this model may treat iate a Combat Action. Both sides may o to 4 other Small or Medium models. You at least 9 inches from any Enemy models. es of Preed's Graku. While within 3 inches stone for this attack. is model must be saved with a -1 modifier. MERCENARY	50 Cost
Combat Support Save CR Stamina Movement Combat Support	6" 2 1 5+ 6" 1 Sbipwrig 6" 1 0	Combat Trained Fazoureo Allies each other as bei Get 'em! [A: Sel benefit from Sup Pathfinder [4] [S] may use an Init The models may Ranger [T]: This Retinue (Preed's of Preed's Graku Moze 1" ht Initiative [S]: If activated for fre	b) (2) [C]: Recas (Graku) [T]: T ing Friendly. lect one Friend port. : At the start i iative Counte is model may in Graku) [T]: T i this model ga Rge 12"	t up to 2 faile bis model allo oly Beast mod of the game y ouring the G during the Ti nove over diff bis model stan CS - 2 not already o	ndly Beasts. 20 Combat Stones. Can be used once per combo nws you to take models of type Graku as Allie: el within this model's Command Range to init ou may choose not to deploy this model and up anne to deploy these models as a single group a trn. i'cult terrain without Moving Cautiously. rts with one Stamina if deployed within 3 inche ina during the End Phase. Crossbow Accurate: Recast up to one failed Combat S Powerful: Any blows that are landed by thi <b>Civilian</b> activated and an adjacent Friendly Elite or Ci	at. s. Those models and this model may treat iate a Combat Action. Both sides may o to 4 other Small or Medium models. You at least 9 inches from any Enemy models. es of Preed's Graku. While within 3 inches stone for this attack. is model must be saved with a -1 modifier. MERCENARY	50 Cost

	Tal Dol	ani Oigres	Troop - Unique	MERCENARY	Cost 40
"Noble Pallírna	í from the shores	of Koheb"			70
Movement	6"	Agility [T]: This model casts one additional Oran Assassinate <sup>•</sup> [A]: Fight a combat against an adjac Combat Discipline <sup>•</sup> [C]: Recast any or all Comba	cent Enemy model. Neither side may be it Stones.	nefit from Support.	
Combat	3	Combat Trained (2) [C]: Recast up to 2 failed Co Dodge* [C]: Force your opponent to turn over on	ie successful Erac.	bat.	
Support	1	Ferocity' [C]: Cast one additional Combat Stone. Pounce [2] [C]: Use this model's Combat Action to Solo [T]: If this model is Activated Directly then	o move up to 2" and fight a combat aga		
Save	5+				Contraction of the second
CR	6"				
Stamina	3				

Wild Creature

## Wild Creature -



	Bagrun	В	east	WILD CREATURE	Cost 80
Movement	6"	Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in c Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.	ombat.		
Combat	4				
Support	0				
Save	3+				
CR	1"				
Stamina	2				
	Baksun	В	east	WILD CREATURE	Cost 30
Movement	8"	Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after model may not benefit from Support but casts 2 additional Combat Stones. T Cautiously.	This ability	l has moved using its Basic Movement. This 9 may not be used if this model had to Move	
Combat	3	Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in c Powerful Charge [T]: If this model ends its move more than 4 inches from it: (any blows that are landed by this model must be saved with a -1 modifier) u	s startina j	vosition during its Turn it gains Powerful[C]	
Support	1	Untrained [T]: This model may not be Activated Directly.	nun uje en	Coll the next Community and	st and a state of the state of
Save	4+				825
CR	6"				
	Biting G	arkrið <sup>Bi</sup>	east	WILD CREATURE	Cost
Ť	0	· ·			5
Movement	3"	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.			5
Movement Combat	Ŭ				5
	3"				5
Combat	3" 1			X	5
Combat Support	3" 1				5
Combat Support Save	3" 1 1				5
Combat Support Save	3" 1 1 - 0"	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.	east	WILD CREATURE	5 Cost 10
Combat Support Save CR	3" 1 1 - 0" B[ue-tai	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.	east		Cost
Combat Support Save CR Movement	3" 1 1 - 0" B[ue-tai	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat. Led Fosser Kopa	east		Cost
Combat Support Save CR Movement Combat	3" 1 1 - 0" B[ue-tai 8" 2	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat. Led Fosser Kopa	east		Cost
Combat Support Save CR Movement Combat Support	3" 1 1 - 0" B[ue-tai 8" 2 1	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat. Led Fosser Kopa	east		Cost
Combat Support Save CR Movement Combat Support Save	3" 1 1 - 0" Blue-tai 8" 2 1 5+	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat. Led Fosser Kopa	east		Cost
Combat Support Save CR Movement Combat Support	3" 1 1 - 0" B[ue-tai 8" 2 1	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat. Led Fosser Kopa	east		Cost

	Blue-ta	ailed Fosser Sempa	Beast	WILD CREATURE	Cost 5
Movement Combat Support Save CR	8" 1 1 - 3"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter Evasive [C]: Each successful Oran cast by this model cancels t Passive [T]: This model may not attack as a Combat Action.	ηL] ability. wo opposing Erac.		
	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	Втоих	Jenta Instinctive (1, 1) [T]: This model always casts at least 1 Erac ar		WILD CREATURE	
Movement Combat				WILD CREATURE	
	6"			WILD CREATURE	
Combat	6" 2			WILD CREATURE	
Combat Support	6" 2 1			WILD CREATURE	
Combat Support Save	6" 2 1 4+			WILD CREATURE	
Combat Support Save	6" 2 1 4+	Instinctive (1, 1) [T]: This model always casts at least 1 Erac an		WILD CREATURE	
Combat Support Save	6" 2 1 4+ 2"	Instinctive (1, 1) [T]: This model always casts at least 1 Erac an Kopa Charge (2) [A]: Fight a combat against an adjacent Enemy imm model may not benefit from Support but casts 2 additional Co Cautions(y).	nd 1 Oran in combat. Beast mediately after this mod mbat Stones. This abilit	WILD CREATURE el bas mored using its Basic Morement. This	10 Cost
Combat Support Save CR	6" 2 1 4+ 2" Вгоих	Instinctive (1, 1) [T]: This model always casts at least 1 Erac an Kopa Charge (2) [A]: Fight a combat against an adjacent Enemy imm model may not benefit from Support but casts 2 additional Co Cautious[y. Instinctive (1, 2) [T]: This model always casts at least 1 Erac a Lunge (2) [C]: Use this model's Combat Action to attack a mod	nd 1 Oran in combat. Beast nediately after this mod mbat Stones. This abilit nd 2 Oran in combat. el within 2". These mo	El bas moved using its Basic Movement. This y may not be used if this model had to Move	10 Cost
Combat Support Save CR Movement	6" 2 1 4+ 2" Вгоих	Instinctive (1, 1) [T]: This model always casts at least 1 Erac an Example 1 Starse (2) [A]: Fight a combat against an adjacent Enemy immedel may not benefit from Support but casts 2 additional Co Cantiously. Instinctive (1, 2) [T]: This model always casts at least 1 Erac a Lunge (2) [C]: Use this model's Combat Action to attack a mode combat. This may be used to attack through obstructing model Powerful Charge [T]: If this model enois its move more than 4 (any blows that are landed by this model must be saved with a	nd 1 Oran in combat. Beast mediately after this mod mbat Stones. This abilit nd 2 Oran in combat. el mithin 2". These mod s. inches from its starting.	WILD CREATURE el bas moved using its Basic Movement. This y may not be used if this model bad to Move pels count as adjacent for the duration of the position during its Turn it agins Powerful[0]	10 Cost
Combat Support Save CR Movement Combat	6" 2 1 4+ 2" Вгоих 6" 4	Instinctive (1, 1) [T]: This model always casts at least 1 Erac an Example 2.1 [A]: Fight a combat against an adjacent Enemy imm model may not benefit from Support but casts 2 additional Co Cautiously. Instinctive (1, 2) [T]: This model always casts at least 1 Erac a Lunge (2) [C]: Use this model's Combat Action to attack a mod combat. This may be used to attack through obstructing model Powerful Charge [T]: If this model enois its moree more than 4 (any blows that are landed by this model must be sared with a Sweep [C]: Attack another model in range if the preceding atta Transport (5) [A]: Immediately after this model's Basic Moreen contacted by this model out in the sare basic Moreen contacted by this model out in the sare basic Moreen contacted by this model out in the sare basic Moreen contacted by this model out in the model in the sare basic Moreen contacted by this model out in	nd 1 Oran in combat. Beast nediately after this mod mbat stones. This abilit nd 2 Oran in combat. el mithin 2". These moi s. inches from its starting i-1 modifier) until the e ck kills its target. nent, select up to 5 Frie rTI models adjacent to	WILD CREATURE el has moved using its Basic Movement. This y may not be used if this model had to Move bels count as adjacent for the duration of the position during its Turn it gains Powerful[CI nd of the next Combat Phase.	10 Cost
Combat Support Save CR Movement Combat Support	6" 2 1 4+ 2" Втоих 6" 4 0	Instinctive (1, 1) [T]: This model always casts at least 1 Erac an Example 2 (1) [A]: Fight a combat against an adjacent Enemy imm model may not benefit from Support but casts 2 additional Co Cautiously. Instinctive (1, 2) [T]: This model always casts at least 1 Erac a Lunge (2) [C]: Use this model's Combat Action to attack a mod combat. This may be used to attack through obstructing model Pomerful Charge [T]: If this model enois its more more than 4 (any blows that are landed by this model in range if the preceding atta Transport (3) [A]: Immediately after this model's Basic Moreen	nd 1 Oran in combat. Beast nediately after this mod mbat stones. This abilit nd 2 Oran in combat. el mithin 2". These moi s. inches from its starting i-1 modifier) until the e ck kills its target. nent, select up to 5 Frie rTI models adjacent to	WILD CREATURE el has moved using its Basic Movement. This y may not be used if this model had to Move bels count as adjacent for the duration of the position during its Turn it gains Powerful[CI nd of the next Combat Phase.	10 Cost

	Bronx Se	етра	Beast	WILD CREATUR	E Cost 30
Movement	6"	Instinctive $(1, 1)$ [T]: This model always casts at least 1 Erac and 1 Oran i Lunge $(1)$ [C]: Use this model's Combat Action to attack a model within 1" combat. This may be used to attack through obstructing models. Powerful Charge [T]: If this model ends its move more than 4 inches from	". These models n its starting p	osition during its Turn it gains Powerful[C	1
Combat	3	(any blows that are landed by this model must be saved with a -1 modifie Sweep [C]: Attack another model in range if the preceding attack kills its	r) until the end target.	) of the next Combat Phase.	ANNE
Support	1	Transport (4) [A]: Immediately after this model's Basic Movement, select contacted by this model during that movement. Place the Rider[T] models Unstoppable [T]: This model moves at full rate even if forced to Move C	adjacent to th	ris model.	CARE CAR
Save	3+		antionsty, and	may more through small themy moves.	had started
CR	2"				
	Chobana	l Skerrat	Beast	WILD CREATUR	E Cost 10
"Horríð líttle cre	atures"				10
Movement	10"	Aggressive [1] [T]: This model always gets a Combat Action if there are a Evasive [C]: Each successful Oran cast by this model cancels two opposin Pack Hunter [C]: This model provides one additional Combat Stone if sup Pounce [1] [C]: Use this model's Combat Action to move up to 1" and fight	1g Erac. porting anothe	er model with Pack Hunter[C].	
Combat	1	Ranger [T]: This model may move over difficult terrain without Moving	9 Cautiously.		
Support	1				
Save	6+				
CR	6"				
	- [4		Beast		r Cost
	Doliir		Deust	WILD CREATUR	E 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 opposiv Passive [T]: This model may not attack as a Combat Action.			-
Combat	1				1000
Support	1				6 6
Save	_				25
CR	3"				
1 DO	Enar Na	ıliks	Beast	WILD CREATUR	E Cost 30
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are a Assassinate: [A]: Fight a combat against an adjacent Enemy model. Neith Blitz [1] [C]: If this model casts 1 or more successful Erac in combat then y	er side may be	enefit from Support.	
Combat	2	Combat Stones for the duration of the combat. Charge (2) [A]: Fight a combat against an adjacent Enemy immediately a model may not benefit from Support but casts 2 additional Combat Stone	fter this model	has moved using its Basic Movement. This	s Sid
-		Cautiously.			a from
Support	0	Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.			So Se i in
Support Save	5+	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 Proud [T]: This model may only be Activated Directly. Savage [C]: If all successful casts are Erac then any blows landed on the 1	Enemy must b	e saved with a -1 modifier.	
	-	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 Proud [T]: This model may only be Activated Directly.	Enemy must b	e saved with a -1 modifier.	R

	Enar Va	reen Beast WILD CREATURE	Cost 30
Movement Combat	6" 2	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 addity may not be used if this model had to Move	
Support	0	Cautions for completion support our cases 2 automatic contact stores. This donary may not contact this model due to those Cautions for Pack (2) [L; Activate up to 2 Friendly models with the Pack[L] ability.	
Save	5+	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.	
CR	6"	Sarage [C; 1] att successful casts are Erac usen any tooms (anoeo on the Enemy must be sared with a -1 moother. 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.	
Stamina	1		
	Felexin	Beast WILD CREATURE	Cost 20
Movement		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].	
Combat	2	Pounce (2) [C]: Use this model's Combat Action to move up to 2" and fight a combat against an adjacent Enemy model.	5
Support	1		
Save	5+		
CR	6"		
	Fosser	Beast WILD CREATURE	Cost
<b>•</b> (1, <b>1</b> )			5
"Sunall and uni	/ / 0	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.	5
"Small and mi 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.	5
L.	6"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	5
Movement	6"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	5
Movement Combat	6" 1	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	5
Movement Combat Support	6" 1 1	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	5
Movement Combat Support Save	6" 1 1 5+	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	5
Movement Combat Support Save	6" 1 1 5+ 1"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	Cost
Movement Combat Support Save	6" 1 1 5+ 1" Frenzied	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action. Grimblar Beast WILD CREATURE	1-25
Movement Combat Support Save CR	6" 1 1 5+ 1" Frenzied	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.         Passive [T]: This model may not attack as a Combat Action.         Seast         Grimblar         Beast         WILD CREATURE         Crunch (g) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked).         Frenzied [C]: This model gets an extra 3 extra Combat Action in each Combat Phase.	Cost
Movement Combat Support Save CR "Unfailing terror"	6" 1 1 5+ 1" Frenzied	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.         Passive [T]: This model may not attack as a Combat Action.         Image: Start Combat Start Combat Action in Each Combat Start Combat Start Combat Action in Each Combat Start Combat Start Combat Action in Each Combat Phase.         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.         Individual Electric This model gets an extra Combat Action if it is attacked.         Mighty Blow [C]: Use before combat. Cast one less Combat Stones in combat. Any successful Erac require two Oran to be blocked.         Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.	Cost
Movement Combat Support Save CR "Unfailing terror" Movement	6" 1 1 5+ 1" Frenzied	Evastve [C]: Each successful Oran cast by this model cancels two opposing Erac.         Passive [T]: This model may not attack as a Combat Action.         Image: Comparison of the c	Cost
Movement Combat Support Save CR "Unfailing terror" Movement Combat	6" 1 1 5+ 1" Frenzied , 8" 5	Evastice [C]: Each successful Oran cast by this model cancels two opposing Erac.         Passive [T]: This model may not attack as a Combat Action.         Image: State of the state	Cost
Movement Combat Support Save CR "Unfailing terror" Movement Combat Support	6" 1 1 5+ 1" Frenzied 8" 5 0	Evastve [C]: Each successful Oran cast by this model cancels two opposing Erac.         Passive [T]: This model may not attack as a Combat Action.         Image: State of the second sec	Cost

Movement					15
WIOCement	6"	Camouflage [T]: Sacrifice this model's movement to gain concealment until t concealed, this model gains Sturdy[T], and can only be attacked in close comb Elying [T]: This model may move over Enemy models as long as it has suffic	bat if the a	ittacking model rolls a 6 on a D6.	
Combat	3	forced to Move Cautiously. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores	s the Mov	e Cautiously rule.	
Support	0				
Save	4+				
CR	6"				* *
Stamina	1				
<b>Receive</b>	Garkrið	Eggstick Egg - Ob	oject	WILD CREATURE	Cost 5
Movement	_	Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small moi if pulled by 2 Small or 1 Medium model. Untrained [T]: This model may not be Activated Directly.	idels, 2 Me	dium or 1 Large (or larger) model, or 3 inches	
Combat	_				
Support	_				
Save	4+				
CR	Ο"				
	Garkrid	Infestation B	east	WILD CREATURE	Cost 5
Movement	3"	Instinctive (1, 0) [T]: This model always casts at least 1 $\operatorname{Erac}$ in combat.			<u>,</u>
Combat	1				
Support	1				
Save	_			Ŕ	
CR	O"				the of the
<b>KOR</b>	Golobaa	(j Bo	east	WILD CREATURE	Cost 10
Моглеинент	8"	Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat. Untrained [T]: This model may not be Activated Directly.			
	-	-			4
	_				
CR	9"				Constanting of the Constanting o
Movement Combat Support Save	8" 3 1 4+	Instructive [0, 2] [1]: This model always casts at least 2 Oran in combat. Untrained [T]: This model may not be Activated Directly.			

	Grakuka	าท	Beast	WILD CREATURE	Cost 75
"The grakukan a	re fearsome but w	1		N. I I.	/ )
Movement	8"	Aggressive (3) [T]: This model always gets a Combat Action if there are a 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 figh	0 0		
Combat	4	Powerful [C]: Any blows that are landed by this model must be saved wi	ith a -1 modifi	er.	
Support	0				
Save	3+				
CR	6"				
	Ū				
e Lidona	Granok	Kona	Beast	WILD CREATURE	Cost
	Granok	1000			20
Movement	10"	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.			
Combat	3			E.	S
Support	1				12
Save	4+				
CR	3"				K
	Granok	Sempa	Beast	WILD CREATURE	Cost 10
Movement	Granok 10"	Settipa 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.		WILD CREATURE	
Movement Combat		' 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.		WILD CREATURE	
	10"	' 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.		WILD CREATURE	
Combat	10" 2	' 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.		WILD CREATURE	
Combat Support	10" 2 1	' 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.		WILD CREATURE	
Combat Support Save	10" 2 1 5+	' 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.		WILD CREATURE	
Combat Support Save	10" 2 1 5+ 3"	Instinctive (0, 1) [T]: This model almays 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.		WILD CREATURE	10 Cost
Combat Support Save	10" 2 1 5+ 3" Grimbla	Instinctive (0, 1) [T]: This model almays 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.		E	10
Combat Support Save CR	10" 2 1 5+ 3" Grimbla	Instinctive (0, 1) [T]: This model almays 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.	Beast opposed to bei eed.	WILD CREATURE	10 Cost
Combat Support Save CR "Unfailing terror	10" 2 1 5+ 3" Grimbla	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. V Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as Indomitable [C]: This model does not lose its Combat Action if it is attack Midpty Blow [C]: Use before combat. Cast one less Combat Stones not to deploy game to deploy this model at least 0 indexs.	Beast opposed to bei zed. ibat. Any suc o this model. Y	WILD CREATURE ng attacked). 2255ful Erac require two Oran to be blocked. 2255ful Erac require two Oran to be blocked. 2255ful Erac require two Oran to be blocked. 2256ful Erac require two Oran to be blocked. 2257 June 2257 Jun	10 Cost
Combat Support Save CR "Unfailing terror Movement	10" 2 1 5+ 3" Grimbla	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. Untrained [T]: This model may not be Activated Directly. V Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as Indomitable [C]: This model does not lose its Combat Action if it is attack Mighty Blow [C]: Use before combat. Cast one less Combat Stone in com Pathfinder (0) [S]: At the start of the game you may choose not to deploy game to deploy this model at least 5 indees from any Enenny models. The Terror [T]: Any model within this model's Command Range casts one less Attacks. They must also cast a successful stone before regaining Staming	Beast opposed to bei sed. ibat. Any suc o this model. Y e model may l ss Combat Stc a.	MILD CREATURE ng attacked). exesful Erac require two Oran to be blocked. ou may use an Initiative Counter during the e activated during the Turn. ne in combat and when making Ranged	10 Cost
Combat Support Save CR "Unfailing turror Movement Combat	10" 2 1 5+ 3" Grimbla " 8" 5 0	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. V Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as findomitable [C]: This model does not lose its Combat Action if it is attack Mighty Blow [C]: Use before combat. Cast one less Combat Stone in com Pathfinder [O] [S]: At the start of the game you may choose not to beploy game to deploy this model at least 9 inches from any Enemy models. The Terror [T]: Any model within this model's Command Range casts one least one before regaining Stamin Unstoppable [T]: This model moves at full rate even if forced to Move of Very Powerful [C]: Any blows that are landed by this model must be sare Very Powerful [C]: Any blows that are landed by this model must be sare.	Beast opposed to bei ked. ubat. Any suc this model. Y es model may be s Combat Stc a. Cautious[y, an ved with a -2	WILD CREATURE ng attacked). ressful Erac require two Oran to be blocked. ou may use an Initiative Counter during the se activated during the Turn. ne in combat and when making Ranged id may move through Small Enemy models. modifier.	10 Cost
Combat Support Save CR "Unfailing turror Movement Combat Support Save	10" 2 1 5+ 3" Grimbla " 8" 5 0 3+	P Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as Indomitable [C]: This model does not lose its Combat Action if it is attacking (as Indomitable [C]: This model does not lose its Combat Action if it is attacking (as Indomitable [C]: This model does not lose its Combat Action if it is attacking (as Indomitable [C]: This model does not lose its Combat Action if it is attacking yame to before regaining Stamin Unstoppable [T]: This model within this model's Command Range casts one least of the game you may ghoose not to deploy the model at least 5 indoes?	Beast opposed to bei ked. ubat. Any suc this model. Y es model may be s Combat Stc a. Cautious[y, an ved with a -2	WILD CREATURE ng attacked). ressful Erac require two Oran to be blocked. ou may use an Initiative Counter during the se activated during the Turn. ne in combat and when making Ranged id may move through Small Enemy models. modifier.	10 Cost
Combat Support Save CR "Unfailing turror Movement Combat Support	10" 2 1 5+ 3" Grimbla " 8" 5 0	Instinctive (0, 1) [T]: This model almays 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. V Crunch (a) [C]: Cast an extra 3 Erac Combat Stones when attacking (as Indomitable [C]: This model does not lose its Combat Action if it is attack Mighty Blow [C]: Use before combat. Cast one less Combat Stone in com Pathfinder (0) [S]: At the start of the game you may choose not to be ploy game to deploy this model at least 9 inches from any Enemy models. The Terror [T]: Any model within this model's Command Range casts one least Attacks. They must also cast a successful stone before regaining Stamin Unstoppable [T]: This model moves at full rate even if forced to Move e Very Pomerful [C]: May blow least and Imodens stare.	Beast opposed to bei ked. ubat. Any suc this model. Y es model may be s Combat Stc a. Cautious[y, an ved with a -2	WILD CREATURE ng attacked). ressful Erac require two Oran to be blocked. ou may use an Initiative Counter during the se activated during the Turn. ne in combat and when making Ranged id may move through Small Enemy models. modifier.	10 Cost

	Hadera	Beast WILD CREATURE	Cost 40
Movement	10"	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		4
Support	0		
Save	3+		2
CR	6"		
Stamina	2		
	Jeskir	Beast WILD CREATURE	Cost 15
Movement	6"		
Combat	2	The second se	5
Support	1		
Save	5+		1 AD
CR	6"	(MAI)	CARE AND
	Kentirin	Beast WILD CREATURE	Cost 5
Movement		Beast WILD CREATURE Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	
Movement Combat	8"	WILDCREATORE	
		WILDCREATORE	
Combat	8" 1	WILDCREATORE	
Combat Support	8" 1 1	WILDCREATORE	
Combat Support Save	8" 1 1 6+	WILDCREATORE	
Combat Support Save	8" 1 1 6+	WILDCREATORE	
Combat Support Save	8" 1 1 6+ 3"	Evastve [C]: Each successful Oran cast by this model cancels two opposing Erac.  Evastve [C]: Each successful Oran cast by this model cancels two opposing Erac.  Beast Beast WILDCREATURE Aggressive (a) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  Aggressive (b) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  Aggressive (b) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  Aggressive (b) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  Aggressive (b) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  Aggressive (b) [D]: This model cancels this model in this tead before a manged Attack. This model may re-roll a failed Aggility Test.  Ambudy (5): Do not before this model initially, but instead before a marker anymbere on the table. If there are are ynobels within	5 Cost
Combat Support Save CR	8" 1 6+ 3" Kitahii	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	5 Cost
Combat Support Save CR Movement	8" 1 6+ 3" Kitahii	Evastre [C]: Each successful Oran cast by this model cancels two opposing Erac. Evastre [C]: Each successful Oran cast by this model cancels two opposing Erac.	5 Cost
Combat Support Save CR Movement Combat	8" 1 6+ 3" Kitahii 10" 4	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Beast WILDCREATURE Aggressive [a] [T]: This model always gets a Combat Action if there are any Enemy models within 3". Aggressive [a] [T]: This model always gets a Combat Action if there are any Enemy models within 3". Aggressive [a] [T]: This model always gets a Combat Action if there are any Enemy models within 3". Aggressive [a] [T]: This model always gets a Combat Action if there are any Enemy models within 3". Aggressive [a] [T]: This model always gets a Combat Action if there are any Enemy models within 5". Amough [b]: Do not deploy this model initially, but instead deploy a marker anymber on the table. If there are any models within 6 index of the marker at the start of a Combat Stones. Can be used once per combat. Combat Trained [a] [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Brance [3] [C]: Use this model's Combat Action to more up to 3" and fight a combat against an adjacent Enemy model. Ranger [T]: This wodel may more over official terration without Moring Cantionals.	5 Cost
Combat Support Save CR Movement Combat Support	8" 1 6+ 3" Kitahii 10" 4 0	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.	5 Cost

	Lesser Fa	anged Akitiin	Beast	WILD CREATURE	Cost 20
Movement	4"	Aggressive (3) [T]: This model always gets a Combat Action if there are Ambush [S]: Do not deploy this model initially, but instead deploy a ma 6 inches of the marker at the start of a Combat Phase then immediately	ker anywhere Deploy this m	on the table. If there are any models within	
Combat	2	Evasive [C]: Each successful Oran cast by this model cancels two oppo Mighty Blow [C]: Use before combat. Cast one less Combat Stone in co Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fig	nbat. Ann suce	cessful Erac require two Oran to be blocked. ainst an adjacent Energy wodel	12
Support	0	Powerful [C]: Any blows that are landed by this model must be saved n	rith a -1 modifi	er.	435
Save	_				a chan
CR	3"				1 million
1 COOM	Marsh L	obbess	Beast	WILD CREATURE	Cost 5
"Small and mi	loly annoying"				)
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] abilit Evasive [C]: Each successful Oran cast by this model cancels two oppo Passive [T]: This model may not attack as a Combat Action.	sing Erac.		
Combat	1	Swim (6) [A]: This model may Move Cautiously through both shallow a within water.	nd deep water.	It may move up to 6" if the move is entirely	
Support	1				
Save	_				1 AC
CR	3"				MALLAR .
	Mantuan	14	Beast		Cost
	Martran	N		WILD CREATURE	50
Movement	6"	Instinctive [1, 3] [T]: This model always casts at least 1 Brac and 3 Ora Unstoppable [T]: This model moves at full rate even if forced to Move Untrained [T]: This model may not be Activated Directly. Very Tough [5]: Re-roll a failed Toughness save.	1 in combat. Cautiously, an	id may move through Small Enemy models.	
Combat	5	very rough (s). Re-roll a faneo roughness sace.			050
Support					
	0			•	
Save	0 3+				
	-				
Save	3+				
Save CR	3+ 6"		Beast	WILD CREATURE	Cost 20
Save CR	3+ 6" 3	Aggressive (3) [T]: This model always gets a Combat Action if there are Instinctive (2, 0) [T]: This model always casts at least 2 Erac in comba Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fig	any Enemy m t. ht a combat ag	oodels within 3". rinst an adjacent Enemy model.	
Save CR Stamina	3+ 6" 3 Mekkrid	Instinctive $(2, 0)$ [T]: This model always casts at least 2 Erac in comba Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fig Ranger [T]: This model may move over difficult terrain without Movi Untrained [T]: This model may not be Activated Directly.	any Enemy m t. ht a combat ag ng Cautiously.	uodels within 3". ainst an adjacent Enemy model.	
Save CR Stamina	3+ 6" 3 Mekkrid 6"	Instinctive (2, 0) [T]: This model always casts at least 2 Erac in comba Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fig Ranger [T]: This model may move over difficult terrain without Movi	any Enemy m t. ht a combat ag ng Cautiously.	uodels within 3". ainst an adjacent Enemy model.	
Save CR Stamina Movement Combat	3+ 6" 3 Mekkrid 6" 2	Instinctive $(2, 0)$ [T]: This model always casts at least 2 Erac in comba Pounce (3) [C]: Use this model's Combat Action to more up to 3" and fig Ranger [T]: This model may more over difficult terrain without Movi Untrained [T]: This model may not be Activated Directly. Wild Animal [T]: This model treats all models as Enemies and will alwo	any Enemy m t. ht a combat ag ng Cautiously.	uodels within 3". ainst an adjacent Enemy model.	
Save CR Stamina Movement Combat Support	3+ 6" 3 Mekkrid 6" 2 0	Instinctive $(2, 0)$ [T]: This model always casts at least 2 Erac in comba Pounce (3) [C]: Use this model's Combat Action to more up to 3" and fig Ranger [T]: This model may more over difficult terrain without Movi Untrained [T]: This model may not be Activated Directly. Wild Animal [T]: This model treats all models as Enemies and will alwo	any Enemy m t. ht a combat ag ng Cautiously.	uodels within 3". ainst an adjacent Enemy model.	

<b>K</b>	Ochulan	Doaka Beast WILD CREATURE	Cost 10
Movement	8"		
Combat	2		
Support	1		M
Save	5+		
CR	6"		
	Ogechla	Beast WILD CREATURE	Gost 30
Movement	4"	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.	
Combat	4	roberful $\mathbb{C}$ : Any otoms that are tanoed by this model must be saded with a -1 modifier.	
Support	Ο	4	and the
Save	4+		
CR	3"		
	Onsegar	Beast WILD CREATURE	Cost 150
Movement	10"	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.	
Combat	5	Very Tougr [S]: Re-roll a failed Toughness save.	
Support	1		
Save	3+		
CR	9"		
Stamina	4		
	Opabr	Beast WILD CREATURE	Cost 10
Ť	Openyi		10
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 bad to Move	10
Movement Combat	1 .	Charge (1) [A]: Fight a combat against an adjacent Energy immediately after this model has moved using its Basic Movement. This	
	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. Critter (1) ILL Activate up to 1 Friendly model with the CritterILI ability.	
Combat	8" 2	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) ILL Activate up to 1 Friendly model with the CritterILI ability.	
Combat Support	8" 2 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. Critter (1) ILL Activate up to 1 Friendly model with the CritterILI ability.	

	Pyulka	Beast WILD CREATURE	Cost
	ílðly annoyíng"		5
Movement	8"	Critter [1] [L]: Activate up to 1 Friendly model with the Critten[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	
Combat	1	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.	+
Support	1		9
Save	_		Ser la company
CR	3"		
1	Quosiin	Beast WILD CREATURE	Cost
			35
Movement	8"	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.	
Combat	5	compar. 19% may be used to attack through costructing 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.	
Support	1		
Save	4+		20
CR	6"		
	Quosiin	Calf Beast WILD CREATURE	Cost 15
Movement	Quosiin 8"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Lonalty (Quosiin) [T]: Select a Friendly Quosiin model in this force at the start of the game to be this model's Master. While within	
Movement Combat		Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.	
	8"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Lonalty (Quosiin) [T]: Select a Friendly Quosiin model in this force at the start of the game to be this model's Master. While within	
Combat	8" 2	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Lonalty (Quosiin) [T]: Select a Friendly Quosiin model in this force at the start of the game to be this model's Master. While within	
Combat Support	8" 2 1	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Lonalty (Quosiin) [T]: Select a Friendly Quosiin model in this force at the start of the game to be this model's Master. While within	
Combat Support Save	8" 2 1 5+	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Lonalty (Quosiin) [T]: Select a Friendly Quosiin model in this force at the start of the game to be this model's Master. While within	
Combat Support Save	8" 2 1 5+	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Lonalty (Quosiin) [T]: Select a Friendly Quosiin model in this force at the start of the game to be this model's Master. While within	15 Cost
Combat Support Save	8" 2 1 5+ 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. Beast WILD CREATURE 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.	15
Combat Support Save CR	8" 2 1 5+ 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. Beast WILD CREATURE Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.	15 Cost
Combat Support Save CR Movement Combat	8" 2 1 5+ 6" Quoxa 8"	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. Beast WILD CREATURE 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.	15 Cost
Combat Support Save CR CR Movement	8" 2 1 5+ 6" Quoxa 8" 1	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. Beast WILD CREATURE 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.	15 Cost
Combat Support Save CR Movement Combat Support	8" 2 1 5+ 6" Qиоха 8" 1 1 1 _	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. Beast WILD CREATURE 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.	15 Cost
Combat Support Save CR Movement Combat Support Save	8" 2 1 5+ 6" Quoxa 8" 1	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. Beast WILD CREATURE 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.	15 Cost

<b>NOT</b>	Rakla Je	enta Beast WILD CREATURE	Cost 15
"Jearsome preda	stor from the Casas		-)
Movement	8"	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.	
Combat	2	Sprint" (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.	
Support	0		M
Save	5+		
CR	2"		
Stamina	1		
	Rakla Ko	opa Beast WILD CREATURE	Cost 35
"Jearsome pred <i>a</i>	stor from the Casar		55
Movement	8"	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.	
Combat	4	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.	
Support	1		The
Save	4+		
CR	3"		
Stamina	2		
<b>NOT</b>	Rakla Se	empa Beast WILD CREATURE	
"Jearsome pred <i>o</i>	Rakla Se 1.tor from the Casar	WILD CREATORE	Cost 30
<b>Einr</b> some prod Hearsome prod Movement		Cervitories"         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.	5
· ·	stor from the Casar	Cervitories"       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: Combat Action 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.	5
Movement	stor from the Casar 8"	Convitories"         Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".         Instituctive (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.	5
Movement Combat	ntor from the Casar 8" 3	Corritories"         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[1] 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 models as a forement, select up to 1 Friendly model with Rider[T] that was	5
Movement Combat Support	stor from the Casar 8" 3 1	Corritories"         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[1] 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 models as a forement, select up to 1 Friendly model with Rider[T] that was	5
Movement Combat Support Save	stor from the Casar 8" 3 1 4+	Corritories"         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[1] 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 models as a forement, select up to 1 Friendly model with Rider[T] that was	5
Movement Combat Support Save CR	stor from the Casar 8" 3 1 4+ 3"	Corritories"         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[1] 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 models as a forement, select up to 1 Friendly model with Rider[T] that was	30
Movement Combat Support Save CR	xtor from, the Casar 8" 3 1 4+ 3" 2	Employ       WILD CREATORE         mit Construction               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 more up to 3" and fight a combat against an adjacent Enemy model.             Sprint: (4) [A]: Moree up to 4". This ability may only be used after this model be performed a Basic Movement.             Sprint: (4) [A]: Moree up to 4". This ability may only be used after this model by to 1 Friendly on Allied model with Rider[T] that was             contacted by this model during that movement. Place the Rider[T] model adjacent to this model.             Beast         WILD CREATURE           Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.               Hying [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 Cautionsly.	30
Movement Combat Support Save CR Stamina	stor from the Слел 8" 3 1 4+ 3" 2 Renteli	Emploi       WILD CREATORE         mit Corritories"       Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".         Institutive (2, o) [T]: This model always casts at least 2 Erac in combat.       Pack (1) [L]: Activate up to 1 Priendly 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) [AE: Immediately after this model's Basic Movement, select up to 1 Friendly or Allieb model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.         Beast       WILD CREATURE         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 bas sufficient movement. It may also move at full rate even if force to Move Cautiously.         Passive [T]: This model may not attack as a Combat Action.         swrite [T]: This model may not attack as a Combat Action.         swrite [T]: This model may not attack as a Combat Action.         swrite [T]: This model may not attack as a Combat Action.         swrite [T]: This model may be activated any number of times each Turn.	30
Movement Combat Support Save CR Stamina	stor from the Coson 8" 3 1 4+ 3" 2 Renteli 10"	Employ       WILD CREATORE         mit Construction       Aggressive (§) [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 (I) [L]: Activate up to 1 Friendly model with the Pack[L] ability.         Pounce (3) [C]: Use this model's Combat Action to more up to 3" and fight a combat against an adjacent Enemy model.         Sprint' (4) [AE More up to 4". This ability may only be used after this model has performed a Basic Movement.         Transport (1) [AE 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.         Beast       WILD CREATURE         Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.       Hying [T]: This model may move over the move of a sub sufficient movement. It may also move at full rate even if forced to Move Cantionsly.         Passter [T]: This model may no at attack as a Combat Action.       Bas sufficient movement. It may also move at full rate even if forced to Move Cantionsly.	30
Movement Combat Support Save CR Stamina Movement Combat	stor from the Coson 8" 3 1 4+ 3" 2 Renteli 10" 1	Empta       WILD CREATORE         mit Torritories"       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 conduct.       Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.         Pounce (3) [C]: Use this model's combat Action to more up to 3" and fight a combat against an adjacent Enemy model.       Syntri (1) [A]: Moree up to 4". This ability may only be used after this model (bas performed a Easic Moreement.         Transport (1) [A]: Moree up to 4". This ability may only be used after this model (bas performed a Easic Moreement.       Transport (1) [A]: Immediately after this model's Basic Moreement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that moreement. Place the Rider[T] model adjacent to this model.         Ervasive [C]: Each successful Oran cast by this model cancels two opposing Erac.       Hying [T]: This model may more oreer Enemy models as long as it bas sufficient moreement. It may also more at full rate even if forced to More Cantions[y.         Passive [C]: Each successful Oran cast by this model cancels two opposing Erac.       Hying [T]: This model may nore oreer Enemy models as long as it bas sufficient moreement. It may also more at full rate even if forced to More Cantions[y.         Passive [T]: This model may no attack as a Combat Action.       Swift [T]: This model may be activated on number of times each Turn.         Untrained [T]: This model may be activated on protection.       Swift [T]: This model may be activated Dincrection.	30
Movement Combat Support Save CR Stamina Movement Combat Support	кы from the Сахан 8" 3 1 4+ 3" 2 Renteli 10" 1 0	Empta       WILD CREATORE         mit Torritories"       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 conduct.       Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.         Pounce (3) [C]: Use this model's combat Action to more up to 3" and fight a combat against an adjacent Enemy model.       Syntri (1) [A]: Moree up to 4". This ability may only be used after this model (bas performed a Easic Moreement.         Transport (1) [A]: Moree up to 4". This ability may only be used after this model (bas performed a Easic Moreement.       Transport (1) [A]: Immediately after this model's Basic Moreement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that moreement. Place the Rider[T] model adjacent to this model.         Ervasive [C]: Each successful Oran cast by this model cancels two opposing Erac.       Hying [T]: This model may more oreer Enemy models as long as it bas sufficient moreement. It may also more at full rate even if forced to More Cantions[y.         Passive [C]: Each successful Oran cast by this model cancels two opposing Erac.       Hying [T]: This model may nore oreer Enemy models as long as it bas sufficient moreement. It may also more at full rate even if forced to More Cantions[y.         Passive [T]: This model may no attack as a Combat Action.       Swift [T]: This model may be activated on number of times each Turn.         Untrained [T]: This model may be activated on protection.       Swift [T]: This model may be activated Dincrection.	30

	River A	kitiin Coil	Beast - Body Section	WILD CREATURE	Cost Special
Movement	Ο"	River Akitiin [S]: The River Akitiin is mad considered as separate models but are part Akitiin will not attack itself with Wild An	nitional Combat Stones if supporting another be up of four Body Sections: a Head, two Coil of the same creature, that activates togethe ima[T] if you are using a River Aktiin in	s and a Tail. • All the Body Sections are r and has a single pool of Stamina. The your game then you must place a river or	
Combat	О	large lake during game set-up. • At the sta	rt of the game you may deploy a single Coil nust be at least 9 inches from any Enemy m	section anywhere in the water, regardless of	
Support	1	this Turn. • After completing a Body Section other Body Sections are more than 12 inches	on's Activation, it is removed if it is not with es away, unless it is the only section on the t	The deployed Body Section may not activate in 6 inches of another Body section, or if any able. If a Body Section fails a Toughness	Contraction of the second
Save	3+	table. If all Body Sections have been remov	be returned as part of a future Activation a ved then the River Akitiin is treated as a cas	ualty.	
CR	Ο"	Swim (9) [A]: This model may Move Cauti within water. Very Tough [S]: Re-roll a failed Toughnes	- •	It may move up to 9" if the move is entirely	
Stamina	Special				
	River A	kitiin Head	Beast - Body Section	WILD CREATURE	Cost 150
"Terrifying mon	strosítíes from the	1 /		No	<i>J</i>
Movement	Ο"	Crunch (2) [C]: Cast an extra 2 Erac Com Instinctive (3, 0) [T]: This model always ca	a Combat Action if there are any Enemy m ibat Stones when attacking las opposed to bei ists at least 3 Erac in combat. ion to attack a model within 6″. These mode	ng attacked).	4
Combat	4	combat. This may be used to attack throug			
Support	1	River Akitiin [S]: The River Akitiin is mad considered as separate models but are part	be up of four Body Sections: a Head, two Coil : of the same creature, that activates togethe	s and a Tail. • All the Body Sections are r and has a single pool of Stamina. The	
Save	4+	large lake during game set-up. • At the sta normal deployment rules. If possible, this w	nust be at least 9 inches from any Enemy m	section anywhere in the water, regardless of odels. • During the Activation of any Body	1
CR	6"	this Turn. • After completing a Body Section		The deployed Body Section may not activate in 6 inches of another Body section, or if any able . If a Body Section fails a Touchness	
Stamina	3	save roll it is removed as normal, but can	be returned as part of a future Activation a ved then the River Akitiin is treated as a cas <del>ously through both shallow and deep water.</del>	s long as there is at least one section on the	
	River A	kitiin Tail	Beast – Body Section	WILD CREATURE	Cost Special
Movement	O"	Instinctive (3, 0) [T]: This model always ca	ion to attack a model within 3". These model		
Combat	3		a model of equal size or smaller then it may	move the model up to 6" in any direction	A CONTRACTOR
Support	0	River Akitiin [S]: The River Akitiin is mad considered as separate models but are part	e up of four Body Sections: a Head, two Coil of the same creature, that activates togethe imal[T]. • If you are using a River Akitiin in	r and bas a single pool of Stamina. The	
Save	4+	large lake during game set-up. • At the sta normal deployment rules. If possible, this w	rt of the game you may deploy a single Coil nust be at least 9 inches from any Enemy m	section anywhere in the water, regardless of odels. • During the Activation of any Body	
CR	Ο"	this Turn. • After completing a Body Section		The deployed Body Section may not activate in 6 inches of another Body section, or if any able - if a Body Section fails a Touchness	É
Stamina	Special	save roll it is removed as normal, but can table. If all Body Sections have been remov	be returned as part of a future Activation a wed then the River Akitiin is treated as a cas	is long as there is at least one section on the ualty.	
	Ruhnko	— Swim (61 IAI: This model may Move Cauti	<del>ouslo throudh both shallow and deen water.</del> Beast	It max more up to 6" if the more is entirely WILD CREATURE	Cost 30
"Bad-tempered ri	ver dwellers"	A comparison of the order of the second	a Cauchat Action of them are a	stolo within an	5
Movement	4"	Instinctive (3, 1) [T]: This model always cas Pounce (3) [C]: Use this model's Combat Ac	tion to move up to 3" and fight a combat aga	iinst an adjacent Enemy model.	
Combat	5	within water. Untrained [T]: This model may not be Act	ivated Directly.	It may move up to 6" if the move is entirely	
Support	0	Very Tough [S]: Re-roll a failed Toughnes Wild Animal [T]: This model treats all mod nearest model.	s save. dels as Enemies and will always use its Com	bat Action to initiate a combat with the	
Save	3+	noaroot maade.		ð	
CR	6"				
Stamina	1				

	Ruukil	Hullborer Beast WILD CREATURE	Cost 5
Movement Combat Support Save CR	2" 1 0 - 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 Combat Support Save CR Stamina	8" 2 1 6+ 3" 1	Charge (i) [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 <sup>*</sup> (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 Combat Support Save CR	8" 2 1 4+ 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.	
1	Setir O	ppay Beast WILD CREATURE	Cost 5
Movement Combat Support Save CR	8" 1 1 - 3"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Eads successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.	

	Shiny Go	arkrid	Beast	WILD CREATURE	Cost 5
	0	Evasive [C]: Each successful Oran cast by this model cancels two oppo	sing Erac.		<i>.</i>
Movement	8"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combo	t.		
Combat	1				
Support Save	0			94	
CR	_ O"				
Cix	0				
	ſ		Deret		0
<b>NOO</b>	Shipmite		Beast	WILD CREATURE	Cost 5
Movement	2"	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 fi Swim (6) [A]: This model may Move Cautiously through both shallow a	ht a combat ad	jainst an adjacent Enemy model. . It may move up to 6″ if the move is entirely	5
Combat	1	within water. Weak [C]: Blows landed by this model are saved with a +1 modifier.			
Support	0				
Save	_			4	
CR	Ο"				
	Spitting	Garkrid	Beast	WILD CREATURE	Cost 10
Movement	3"	Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat Powerful [C]: Any blows that are landed by this model must be saved $r$		ier.	
Movement Combat	3" 1			ler.	a contraction
	-			er.	
Combat	1			er.	
Combat Support	1			er.	
Combat Support Save	1 1 	Powerful [C]: Any blows that are landed by this model must be saved n Move Rge CS Spit	vith a -1 modifi	9 this model must be saved with a -1 modifier.	
Combat Support Save	1 1 	Powerful [C]: Any blows that are landed by this model must be saved n Move Rge CS Spit	vith a -1 modifi		Cost
Combat Support Save CR	1 1  0"	Powerful [C]: Any blows that are landed by this model must be saved n Move Rge CS Spit O" 6" 2 <sup>Powerful:</sup> Any blows the	rith a −1 modifi It are landed by Beast	o this model must be saved with a -1 modifier. WILD CREATURE	Cost 50
Combat Support Save CR	1 1 - 0" Torala	Powerful [C]: Any blows that are landed by this model must be saved n Move Rge CS Spit O" 6" 2 Powerful: Any blows the Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (a Indomitable [C]: This model does not lose its Combat Action if it is atta Instinctive [0, 2] [T]: This model always casts at least 2 Oran in comb	it are landed by Beast Seed. at.	9 this model must be saved with a -1 modifier. WILD CREATURE ng attacked).	
Combat Support Save CR	1 1 - 0" Torala 1, but deadly if vike	Powerful [C]: Any blows that are landed by this model must be saved n Move Rge CS Spit O'' G'' 2 Powerful: Any blows the Crunch [3] [C]: Cast an extra 3 Erac Combat Stones when attacking (a Indomitable [C]: This model does not lose its Combat Action if it is atta Instinctive (0, 2) [T]: This model always casts at least 2 Oran in comb Powerful [C]: Any blows that are landed by this model must be saved a swim [6] [A: This model may Move Cautiously through both shallow a	it are landed by Beast opposed to bei sked. at. itb a -1 modifi	9 this model must be saved with a -1 modifier. WILD CREATURE 19g attacked). ier.	
Combat Support Save CR "Mainly peacefu Movement	1 1 - 0" TOVA[A 1, but beably if viled 4"	Powerful [C]: Any blows that are landed by this model must be saved not saved in the saved of the saved	it are landed by Beast Beast seeo. at. at. at. at. at. at. at. beage be	o this model must be saved with a -1 modifier. WILD CREATURE ng attacked). ier. . It may move up to 6" if the move is entirely	
Combat Support Save CR "Mainly peacefue Movement Combat	1 1 - 0" Torala 1, but beably if viled 4" 4	Powerful [C]: Any blows that are landed by this model must be saved a Move Rge CS Spit O" 6" 2 Powerful: Any blows the Indomitable [C]: This model does not lose its Combat Action if it is atta Instinctive [0, 2] [T]: This model always casts at least 2 Oran in comb Powerful [C]: Any blows that are landed by this model must be saved a swim [0] [A]: This model may Move Cautiously through both shallow a within water.	it are landed by Beast Beast : opposed to bei sked. at. : ith a -1 modifi nd deep water Cautious[y, an	9 this model must be saved with a -1 modifier. WILD CREATURE ng attacked). It may move up to 6" if the move is entirely nd may move through Small Enemy models.	
Combat Support Save CR "Mainly peacefue Movement Combat Support	1 1 - 0" Torala 1, but occooly if viloo 4" 4 0	Powerful [C]: Any blows that are landed by this model must be saved a $O(D_{1})$ of $O(D_{2})$ and $O(D_{2})$ blows that are landed by this model must be saved a $O(D_{2})$ blows that $O(D_{2})$ blows blows blows by this model may have $O(D_{2})$ blows blow blows blo	it are landed by Beast Beast : opposed to bei sked. at. : ith a -1 modifi nd deep water Cautious[y, an	9 this model must be saved with a -1 modifier. WILD CREATURE ng attacked). It may move up to 6" if the move is entirely nd may move through Small Enemy models.	

	Тоигас	Beast WILD CREATURE	Cost 10
Movement Combat Support	6" 1 0	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. Untrained [T]: This model may not be Activated Directly.	
Save	5+		
CR	12"		
<b>Received</b>	Tropli	Beast WILD CREATURE	Cost 10
Movement	10"	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		F
Support	1		AN A
Save	5+	Ca	K
CR	6"		
		Beast TATED OPENTIDE	
	Tunnelli	ing Akitiin Beast WILD CREATURE	Cost 40
Movement	Tunnelli 6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Ambush IS: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within	
Movement Combat		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 indpes 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.	
	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 may not be Activated Superior and Will always use its Combat Action to initiate a combat with the	
Combat	6" 4	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.	
Combat Support	6" 4 0	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 may not be Activated Superior and Will always use its Combat Action to initiate a combat with the	
Combat Support Save	6" 4 0 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. 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 may not be Activated Superior and Will always use its Combat Action to initiate a combat with the	
Combat Support Save	6" 4 0 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. 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 may not be Activated Superior and Will always use its Combat Action to initiate a combat with the	40
Combat Support Save	6" 4 0 3+ 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.	40 Cost
Combat Support Save CR	6" 4 0 3+ 6" Utakrið	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".         Androwsh [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 indpes 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.         Energy wide (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 Cautious[y.         Grade [4]: Immediately after this model's Basic Movement, select one Small model that mas contacted by this model during that	40 Cost
Combat Support Save CR CR Movement	6" 4 0 3+ 6" Utakrid	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 maybe 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.	40 Cost
Combat Support Save CR Movement Combat	6" 4 0 3+ 6" Utakrid 10" 4	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Amoush [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 ofstructing 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. Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking las 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 Cantious[s]. Grad [A]: [T]: Time model aligneent to this model. Grade [A]: [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 Cantious[s]. Grad [A]: [T]: Time model adjacent to this model.	40 Cost
Combat Support Save CR CR Movement Combat Support	6" 4 0 3+ 6" Utakrið 10" 4 0	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 maybe 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.	40 Cost

	Utakrid	(flightless)	Beast	WILD CREATURE	Cost 20
Movement	3"	Crunch [2] [C]: Cast an extra 2 Erac Combat Stones when attackin Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.	ng (as opposed to beir	19 attacked).	
Combat	4				
Support	0				
Save	5+				
CR	9"				
Stamina	2				
	Utakrið	Eggberg	899 – Object	WILD CREATURE	Cost 15
Movement	?	Sturdy [T]: This model cannot be targeted by Ranged Attacks. Very Heavy [T]: This model may be moved up to 6 inches if pulled	) бу 1 Ниде, 2 Large	or 4 Medium models, or 3 inches if pulled by	
Combat	?	1 Large or 2 Medium models. Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.	, .		
Support	?	very 10049 [5]. Re-roll a failed 10049/ness sale.			
Save	3+				
CR	?				
Stamina	3				
	Utakrid	Eggmass (Small) E	egg – Object	WILD CREATURE	Cost 5
Movement	Utakrid ?	Heavy [T]: This model may be moved up to 6 inches if pulled by 3:			
Movement Combat		Eggmass (Small)			
	?	Heavy [T]: This model may be moved up to 6 inches if pulled by 3 ( if pulled by 2 Small or 1 Medium model. Untrained [T]: This model may not be Activated Directly.			
Combat	? ?	Heavy [T]: This model may be moved up to 6 inches if pulled by 3 ( if pulled by 2 Small or 1 Medium model. Untrained [T]: This model may not be Activated Directly.			
Combat Support	? ? ?	Heavy [T]: This model may be moved up to 6 inches if pulled by 3 ( if pulled by 2 Small or 1 Medium model. Untrained [T]: This model may not be Activated Directly.			
Combat Support Save	? ? ? 4+	Heavy [T]: This model may be moved up to 6 inches if pulled by 3 ( if pulled by 2 Small or 1 Medium model. Untrained [T]: This model may not be Activated Directly.			
Combat Support Save CR	? ? ? 4+ ?	Eggrnass (Srnall) Heavy [T]: This model may be moved up to 6 inches if pulled by 3: 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.			5 Cost
Combat Support Save CR Stamina	? ? 4+ ? I	Eggmass (Small) Heavy [T]: This model may be moved up to 6 inches if pulled by 3: 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. Sempa Sempa	Small models, 2 Med Beast Las opposed to being	ium or 1 Large (or larger) model, or 3 inches WILD CREATURE attacked).	5
Combat Support Save CR Stamina	? ? 4+ ? 1 Utakrið	Egginass (since) Heavy [T]: This model may be moved up to 6 inches if pulled by 3: I pulled by 2 small or 1 Medium model. Untrained [T]: This model may not be Activated Directly. Very Tongh [S]: Re-roll a failed Tonghness save.	Small models, 2 Med Beast Las opposed to being	ium or 1 Large (or larger) model, or 3 inches WILD CREATURE attacked).	5 Cost
Combat Support Save CR Stamina	? ? 4+ ? 1 Utakrið 3″ 3	Eggrnass (Strictl)         Heavy [T]: This model may be moved up to 6 inches if pulled by 3:         if pulled by 2 Small or 1 Medium model.         Untrained [T]: This model may not be Activated Directly.         Very Tought [S]: Re-roll a failed Toughness save.         Settipa         Crunch [1] [C]: Cast an extra 1 Erac Combat Stone when attacking swim [6] [A]: This model may Move Cautiously through both shallo within water.	Small models, 2 Med Beast Las opposed to being	ium or 1 Large (or larger) model, or 3 inches WILD CREATURE attacked).	5 Cost
Combat Support Save CR Stamina Movement Combat Support	? ? 4+ ? 1 Utakrid 3" 3 1	Eggrnass (Strictl)         Heavy [T]: This model may be moved up to 6 inches if pulled by 3:         if pulled by 2 Small or 1 Medium model.         Untrained [T]: This model may not be Activated Directly.         Very Tought [S]: Re-roll a failed Toughness save.         Settipa         Crunch [1] [C]: Cast an extra 1 Erac Combat Stone when attacking swim [6] [A]: This model may Move Cautiously through both shallo within water.	Small models, 2 Med Beast Las opposed to being	ium or 1 Large (or larger) model, or 3 inches WILD CREATURE attacked).	5 Cost
Combat Support Save CR Stamina Movement Combat Support Save	? ? 4+ ? 1 Utakrid 3" 3 1 5+	Eggrnass (Strictl)         Heavy [T]: This model may be moved up to 6 inches if pulled by 3:         if pulled by 2 Small or 1 Medium model.         Untrained [T]: This model may not be Activated Directly.         Very Tought [S]: Re-roll a failed Toughness save.         Settipa         Crunch [1] [C]: Cast an extra 1 Erac Combat Stone when attacking swim [6] [A]: This model may Move Cautiously through both shallo within water.	Small models, 2 Med Beast Las opposed to being	ium or 1 Large (or larger) model, or 3 inches WILD CREATURE attacked).	5 Cost
Combat Support Save CR Stamina Movement Combat Support	? ? 4+ ? 1 Utakrid 3" 3 1	Eggrnass (Strictl)         Heavy [T]: This model may be moved up to 6 inches if pulled by 3:         if pulled by 2 Small or 1 Medium model.         Untrained [T]: This model may not be Activated Directly.         Very Tought [S]: Re-roll a failed Toughness save.         Settipa         Crunch [1] [C]: Cast an extra 1 Erac Combat Stone when attacking swim [6] [A]: This model may Move Cautiously through both shallo within water.	Small models, 2 Med Beast Las opposed to being	ium or 1 Large (or larger) model, or 3 inches WILD CREATURE attacked).	5 Cost

	Voracio	us Lesser Red Tip Beast WILD CREATURE	Cost 5
Small and m	ílðly annoyíng"		J
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 Cantiously.	
Combat	1	Untrained [T]: This model may not be Activated Directly.	Pense.
Support	1		234
Save	—		
CR	3"		
	Vorall	Beast WILD CREATURE	Cost 30
Movement	6"	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.	-
Combat	4	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.	
Support	0	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.	
Save	2+		
CR	2"		
	Wild Bel	lan Beast WILD CREATURE	Cost 50
Movement	6"	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.	,0
Combat	5	very tongy [3]. Re roll a fance tongynoss sale.	
			Style.
Support	0		
Support Save	0 3+		
	-		
Save	3+		
Save CR	3+ 6" 3	ocking Garo Beast WILD CREATURE	Cost 20 for 3
Save CR	3+ 6" 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 Cautionsly.	
Save CR Stamina	3+ 6" 3 Wild Flo	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	Cost 20 for 3
Save CR Stamina	3+ 6" 3 Wild Flo	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Flying [T]: This model may more over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautionsly. Pack [1] [L]: Activate up to 1 Friendly model with the Pack[L] ability.	
Save CR Stamina Movement Combat	3+ 6" 3 Wild Flo	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Flying [T]: This model may more over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautionsly. Pack [1] [L]: Activate up to 1 Friendly model with the Pack[L] ability.	

	Wild Hı	inting Garo	Beast	WILD CREATURE	Cost 5
Movement	10"	Evasive [C]: Each successful Oran cast by this model cancels two o Flying [T]: This model may move over Enemy models as long as it forced to Move Cautionsly. Untrained [T]: This model may not be Activated Directly.		ement. It may also move at full rate even if	
Combat	1				
Support	2				
Save					
CR	1"				T
<b>K</b>	Wild Spi	rigg	Beast	WILD CREATURE	Cost 20
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there Dodge' [C]: Force your opponent to turn over one successful Erac. Instinctive (0, 2) [T]: This model always casts at least 2 Oran in cc Lunge [2] [C]: Use this model's Combat Action to attack a model wil	mbat.		
Combat	4	combat. This may be used to attack through obstructing models. Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability			
Support	1	Pathfinder (0) [S]: At the start of the game you may choose not to or game to deploy this model at least 9 inches from any Enemy models Ranger [T]: This model may move over difficult terrain without M	. The model may b	e activated during the Turn.	THE P
Save	4+	Solo [T]: If this model is Activated Directly then after it has activat Untrained [T]: This model may not be Activated Directly.	ed you may return	n one of your Initiative Counters to the pool.	X
CR	12"				
Stamina	1				
_		ГГ			
""	Wild Ta	hela	Beast	WILD CREATURE	Cost 30
" " Movement	W1L0 Ta	Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously.	ely after this mode Stone. This ability	l has moved using its Basic Movement. This may not be used if this model had to Move	
		Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautious(y. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] abili	ely after this mode stone. This ability used once per com ty.	l has moved using its Basic Movement. This may not be used if this model had to Move bat.	
Movement	10"	Charge [1] [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously. Combat Trained [1] [C]: Recast up to 1 failed Combat Stone. Can be	ely after this mode Stone. This ability used once per com y. if supporting anot	l has moved using its Basic Movement. This may not be used if this model had to Move bat. ber model with Pack Hunter[C].	
Movement Combat	10" 3	Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cantionsly. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] abil Pack Hunter [C]: This model provides one additional Combat Stone Swim (5) [A]: This model may Move Cautionsly through both shallo	ely after this mode Stone. This ability used once per com y. if supporting anot	l has moved using its Basic Movement. This may not be used if this model had to Move bat. ber model with Pack Hunter[C].	
Movement Combat Support	10" 3 1	Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cantionsly. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] abil Pack Hunter [C]: This model provides one additional Combat Stone Swim (5) [A]: This model may Move Cautionsly through both shallo	ely after this mode Stone. This ability used once per com y. if supporting anot	l has moved using its Basic Movement. This may not be used if this model had to Move bat. ber model with Pack Hunter[C].	
Movement Combat Support Save	10" 3 1 4+ 6"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cantionsly. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] abil Pack Hunter [C]: This model provides one additional Combat Stone Swim (5) [A]: This model may Move Cautionsly through both shallo	ely after this mode Stone. This ability used once per com y. if supporting anot	l has moved using its Basic Movement. This may not be used if this model had to Move bat. ber model with Pack Hunter[C].	
Movement Combat Support Save	10" 3 1 4+ 6"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] abili Pack Hunter [C]: This model provides one additional Combat Stone Swim (5) [A]: This model may Move Cautiously through both shallo within water.	ely after this mode stone. This ability used once per com y. if supporting anot v and deep water. Beast Beast ely after this mode stone. This ability	I has moved using its Basic Movement. This may not be used if this model had to Move bat. ber model with Pack Hunter[C]. It may move up to 5" if the move is entirely WILD CREATURE	30 Cost
Movement Combat Support Save CR	10" 3 1 4+ 6" Wild Ta	Charge [1] [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously. Combat Trained [1] [C]: Recast up to 1 failed Combat Stone. Can be Pack [2] [L]: Activate up to 2 Friendly models with the Pack[L] abili Pack Hunter [C]: This model provides one additional Combat Stone Swim (5) [A]: This model may Move Cautiously through both shallo within water. <b>bela Jenta</b> Charge [1] [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously. Pack Honter [C]: This model can be activated by Friendly models with th Pack Hunter [C]: This model movides one additional Combat Stone	ely after this mode stone. This ability used once per com y. if supporting anot w and deep water. Beast Beast ely after this mode stone. This ability we Pack[L] ability. if supporting anot	I has moved using its Basic Movement. This may not be used if this model had to Move bat. her model with Pack Hunter[C]. It may move up to 5" if the move is entirely <b>WILD CREATURE</b> I has moved using its Basic Movement. This may not be used if this model had to Move her model with Pack Hunter[C].	30 Cost
Movement Combat Support Save CR CR Movement	10" 3 1 4+ 6" Wi[d Ta 10"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be Pack [2] [L]: Activate up to 2 Friendly models with the Pack[L] addit Pack [2] [L]: Activate up to 2 Friendly models with the Pack[L] addit Pack Hunter [C]: This model provides one additional Combat Stone Swim (5) [A]: This model may Move Cautiously through both shallo within water. <b>bela Jenta</b> Charge (1) [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautionsly. Pack[0] [L]: This model can be activated by Friendly models with th	ely after this mode stone. This ability used once per com y. if supporting anot w and deep water. Beast Beast ely after this mode stone. This ability we Pack[L] ability. if supporting anot	I has moved using its Basic Movement. This may not be used if this model had to Move bat. her model with Pack Hunter[C]. It may move up to 5" if the move is entirely <b>WILD CREATURE</b> I has moved using its Basic Movement. This may not be used if this model had to Move her model with Pack Hunter[C].	30 Cost
Movement Combat Support Save CR CR Movement Combat	10" 3 1 4+ 6" Wi[d Ta 10" 2	Charge [1] [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously. Combat Trained [1] [C]: Recast up to 1 failed Combat Stone. Can be Pack [2] [L]: Activate up to 2 Friendly models with the Pack[L] abili Pack Hunter [C]: This model may Move Cautiously through both shallow within water.	ely after this mode stone. This ability used once per com y. if supporting anot w and deep water. Beast Beast ely after this mode stone. This ability we Pack[L] ability. if supporting anot	I has moved using its Basic Movement. This may not be used if this model had to Move bat. her model with Pack Hunter[C]. It may move up to 5" if the move is entirely <b>WILD CREATURE</b> I has moved using its Basic Movement. This may not be used if this model had to Move her model with Pack Hunter[C].	30 Cost
Movement Combat Support Save CR CR Movement Combat Support	10" 3 1 4+ 6" Wi[d Ta 10" 2 1	Charge [1] [A]: Fight a combat against an adjacent Enemy immediat model may not benefit from Support but casts 1 additional Combat Cautiously. Combat Trained [1] [C]: Recast up to 1 failed Combat Stone. Can be Pack [2] [L]: Activate up to 2 Friendly models with the Pack[L] abili Pack Hunter [C]: This model may Move Cautiously through both shallow within water.	ely after this mode stone. This ability used once per com y. if supporting anot w and deep water. Beast Beast ely after this mode stone. This ability we Pack[L] ability. if supporting anot	I has moved using its Basic Movement. This may not be used if this model had to Move bat. her model with Pack Hunter[C]. It may move up to 5" if the move is entirely <b>WILD CREATURE</b> I has moved using its Basic Movement. This may not be used if this model had to Move her model with Pack Hunter[C].	30 Cost

<b>NOOT</b>	Wild Ta	rhoeen	Beast	WILD CREATURE	Cost 60
Movement	10"	Always On The Move (6) [T]: When activated, this model must move a Flying [T]: This model may move over Enemy models as long as it has s forced to Move Cautiously.	ufficient move	ment. It may also move at full rate even if	
Combat	4	Grab [A]: Immediately after this model's Basic Movement, select one Sn movement. Place the model adjacent to this model. Instinctive (0, 2) [T]: This model always casts at least 2 Oran in comba		was contacted by this model during that	
Support	0	Overflight [C]: This model may Move after its Combat Action. Untrained [T]: This model may not be Activated Directly.			
Save	4+	Very Tough [S]: Re-roll a failed Toughness save.			1 BUL
CR	12"				
Stamina	1				
	Wild Tr	epain	Beast	WILD CREATURE	Cost 40
Movement	6"	Instinctive (0, 2) [T]: This model almays casts at least 2 Oran in comba Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.	t.		
Combat	5				
Support	Ο				The Carlo
Save	3+			ť	
CR	6"				
Stamina	1				
	Yartain		Beast	WILD CREATURE	Cost 80
"Jearsome beasts	of the Setir mour	Blitz (3) [C]: If this model casts 3 or more successful Erac in combat then	you may imm	ediately discard one of your opponent's	
Movement	6"	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 wi			
Combat	5	Ranger [1]: This model may more over oifficult terrain without Movin Very Tough [S]: Re-roll a failed Toughness save.	g Cautiously.		
Support	2				
Save	3+				
CR	6"				
Stamina	2				
	Yartain	Рир	Beast	WILD CREATURE	Cost
"Young, but still	fearsome!"				15
Movement	6"	Blitz (3) [C]: If this model casts 3 or more successful Erac in combat then Combat Stones for the duration of the combat. Loyalty (Yartain) [T]: Select a Friendly Yartain model in this force at th	0 0		
Combat	3	its Master's Command Range this model may be activated for free with Ranger [T]: This model may move over difficult terrain without Movin	the Master.		
Support	1				
Save	4+				
CR	6"				the balance

	Yirnak	Beast WILD CREATURE Cost 15
Movement Combat Support Save CR	8" 3 1 3+ 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 I	Kopa Beast WILD CREATURE 20
Movement Combat Support Save CR	8" 3 1 3+ 6"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model bas 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 bad 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.
R OB	Yorali	Beast WILD CREATURE 50
Movement Combat Support Save CR Stamina	8" 4 0 4+ 9" 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 (5): 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

Chobana Skerrat Beast - Elite Cost WILD CREATURE I MOTO 60 Broodmother SKERRAT Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Beast Handler (4) [L]: Activate up to 4 Friendly Beasts. 8 Movement 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 Moze Combat 4 Cautious v. 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. Support 1 Dodge' [C]: Force your opponent to turn over one successful Erac. Favoured Allies (Chobana Skerrat) [T]: This model allows you to take models of type Chobana Skerrat as Allies. Those models and For the second and second (1) for the second Save 4 +Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. CR 0" 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. Stamina 2 Skerrat Broodmother Beast - Elite Cost WILD CREATURE 1 MOD 60 SKERRAT Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Beast Handler (4) [L]: Activate up to 4 Friendly Beasts. Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This 8" Movement model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Combat 4 Cautiously. Dodge' (C): Force your opponent to turn over one successful Erac. Favoured Allies (Setir Skerrat) [T]: This model allows you to take models of type Setir Skerrat as Allies. Those models and this model Support 1 may treat each other as being Friendly. 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. Save 4 +Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier. CR 0" 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. Stamina 2

## Wild Creature - Cabril



1 DIGE	Tahril	Garkrið Satellite	Elite - Object	WILD CREATURE Cost	
	Nest			TAHRIL 20	
Movement Combat	O" O	Dormant Menace [T]: At the start of the game, before an choose to deploy this model anywhere on the board. Until Passive [T]: This model may not attack as a Combat Act Spann Garkrid: [S]: Place one Garkrid adjacent to the mo game with. Very Tongh' [S]: Re-roll a failed Toughness save.	l this model uses an Ability i ion.	t does not count as being an Enemy model.	
Support	0				
Save	5+				
CR	Ο"				
Stamina	3				
	Tahril	Garkrid Soldier	Beast - Garkrið	WILD CREATURE Cost TAHRIL 40	
Movement	6"	Garkrid Swarm (1) [L]: Activate up to 1 Friendly Garkrid Instinctive (2, 0) [T]: This model always casts at least 2			
Combat	3				
Support	0				
Save	4+				
CR	0.5"	Move Rge CS Spit 2" <sup>blast</sup> 3	Any blows that are landed b	ny this model must be saved with a -1 modifier.	

Casanii

Two cards per row

Casanii - Alaim

Alaim T	the C	putcast	Enarii Unique
Movement	10"		
Combat	5		
Support	0	Blitz (2) [C], Charge (1) [A], Combat	Trained (2)
Save	3+	[C], Diplomat (Empire) [T], Powerful Transport (1) [A], Unstoppable [T], B Charge (1) [T], Very Tough* [S]	l [C], Solo [T], Barreling
CR	6"		
Stamina	4		
		CASANII ALAIM	Cost 150



Casanii	воду	)guard		Troop	CASANII "The mainstay			"	Troc
Movement	8"				Movement	8"	Ţ		•
Combat	4	-	A		Combat	3			
Support	1	Bodyguard [S], C	Combat Discipline* (	C], Combat	Support	1	Combat T	Trained (1) [C], Rider [T]	
Save	3+	Trained (2) [C],	Retinue [T], Very 7	[ough* [S]	Save	5+			
CR	6"				CR	6"			
Stamina	2								
моvе 6"	Rge 6"		wing Knives Irate		мо <i>v</i> е 8"	Rge 4"	CS 2	Throwing Spear Bushwack	
<b>N</b>		CASANII	CORE	Cost 60	1000 A		CASA	NII CORE	Cost 20
		VIOV Chief rvíveð countless hunts	"	Elite	Crested	Grol	a		Bea
Movement	8"				Movement	6"			
Combat	4				Combat	2		1 AN	7
Support	2	Captain (6) [L], (	Combat Discipline*	[C], Combat	Support	1			
Save	5+	Trained (2) [C],	Coordinated Strike*	[A], Rider [T]	Save	5+			
CR	9"				CR	6"			
Stamina	2								
мо <i>v</i> е 8"	Rge 4"		owing Spear wack, Focus*						
		CASANII	CORE	Cost 80	<b>NOO</b>		CASA	NII CORE	Cost 15

Erillai		Beas	<sup>t</sup> Evillai F "Last and de	Rider	Elit Troo
Movement	8"		Movement	8"	
Combat	3		Combat	3	
Support	0	Instinctive (1, 2) [T], Leap* (4) [A], Untrained [T]	Support	1	Charge (1) [A], Combat Trained (1) [C], Leap* (4)
Save	4+		Save	4+	[A], Transport (1) [A]
CR	2"		CR	6"	
Stamina	1		Stamina Move 8"	1 R <i>g</i> e 4"	CS Throwing Spear 2 <sup>Bushwack</sup>
<b>Rep</b>		CASANII CORE 15	<b>Les</b>		CASANII CORE <sup>Cost</sup> 30
Hadera "Masters of t				ed Sha	aman (Erillai) Elit Uniqu
Movement			Movement	8"	
Combat	4	3	Combat	3	
Support	1	Charge (2) [A], Combat Trained (1) [C], Transport	Support	1	Charge (1) [A], Commander (2) [L], Inspire [T],
Save	3+	(2) [A], Unstoppable [T], Very Tough* [S]	Save	4+	Leap" (4) [A], Tactician" [S], Transport (1) [A]
CR	6"		CR	6"	
Stamina	2		Stamina	3	
моте 8''	Rge 4"	CS Throwing Spear 2 <sup>Bushwack</sup>			
1		CASANII CORE 60	<b>N</b>		CASANII CORE 60

Mounte	d sha	iman (Hadera) Eli Uniqi			"	Elite Unique
Movement	10"		Muri's other Movement	• bodyzu 6"	arð	· ·
Combat	4		Combat	3		1
Support	1	Charge (2) [A], Commander (2) [L], Inspire [T],	Support	1	Beast Handler (2) [L], Ranger [T], S	olo [T], Sprint*
Save	3+	Tactician** [S], Transport (2) [A], Unstoppable [T Very Tough* [S]	, Save	3+	(4) [A]	
CR	6"		CR	6"		
Stamina	3		Stamina	2		
			моче З"	<i>Rg</i> е 18"	CS Longbow 2 Accurate, Focus*, Long I Quick Shot*	Range* (6),
		CASANII CORE 90	r Me		CASANII CORE	Cost 30
ON'SAA "Ensuring mes	sages ar	E[i	e Shaman "Those who w		h the spivits"	Elite Unique
Movement	8"		Movement	8"		
Combat	3		Combat	3		
Support	1	Agility [T], Assassinate* [A], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Ranger [T], Rider [T	Support	1	Commander (2) [L], Inspire [T], Rid Tactician** [S]	er [T],
Save	6+	(C), Dooge (C), revoluty (C), Ranger [1], River [1] Solo [T], Sprint* (4) [A]	save	6+	1 actician [5]	
CR	6"		CR	6"		
Stamina	4		Stamina	2		
		CASANII CORE 50			CASANII CORE	Cost 40

TOKAVA "Muri's bodys	zuard"			Troop Unique			with their bon	)) 75	Тгоор
Movement	8"				Movement	8"		A	
Combat	4			•	Combat	3		57	
Support	1		ð [S], Combat Discipline•		Support	1	Ranger []	[], Rider [T], Solo [T]	
Save	3+		2) [С], Retinue (Freedom : Тоиgh* [S]	Fighter Muri)	Save	6+			
CR	6"				CR	6"			
Stamina	2				Stamina	1			
моvе 6"	Rge 6"	CS 2	Throwing Knives Accurate		моvе <b>3</b> "	Rge 18"	CS 2	Longbon Focus*, Quick Shot*	
		CASA	NII CORE	Cost 60	<b>NOO</b>		CASA	ANII CORE	Cost 25

Cas	iai	níí -	- Dey.	ath
Telani I "Scourge of th	Dema	th	/	, Elite Unique
Movement	8"			
Combat	4			
Support	2		6) [L], Combat Discipline	
Save	4+		2) [C], Commander (4) [L ], Powerful [C], Very Toi	
CR	9"			
Stamina	3			
Move 8"	Rge 4"	CS 3	Koiba Bushwack, Light Wear	0011
		5	NII DEYATH	Cost 100

Cae	;a1	níi ·	- Enyal	ŧh					
Nob'rilc	in Er	iyath		Elite Unique	Young I	Nob'ı	rilan		Elite Unique
Movement	10"				Movement	10"			27
Combat	4				Combat	4			
Support	1	Charge (2	(A) (A), Combat Discipline	• [C], Combat	Support	1	Combat T	Frained (1) [C], Packmas	>=====================================
Save	3+	Trained ( Trainer ( Very Toi	2) [C], Inspire [T], Packn 2, Packmaster(1)) [T], Un 196* [S]	1aster (4) [L], 1stoppable [T],	Save	4+			
CR	9"	U	<i></i>		CR	6"			
Stamina	2								
моvе 8"	Rge 4"	CS 2	Throwing Spear Bushwack, Focus*		Move 8"	Rge 4"	CS 2	Throwing Spear Bushwack	
	(	CASAN	III ENYATH	Cost 90		(	CASAN	NII ENYATH	Cost 50

Dompak		Beast	Feral Ba	aksuv	1 Troo
"Graceful giar Movement	sts who . 6"	accompany the ferals"	Movement	8"	(See
Combat	5		Combat	4	
Support	1	Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T],	Support	1	Charge (2) [A], Instinctive (1, 1) [T], Pack (1) [L], Powerful Charge [T], Transport (1) [A]
Save	3+	Very Tough [S]	Save	4+	rowerful Charge [1], 1 ransport [1] [A]
CR	6"		CR	3"	
Stamina	3				
		CASANII FERAL <sup>Cost</sup> 60			CASANII FERAL Cost 45
Feral Br "The obser fer		Elite rule the youngsters"	TOTAL DI		01 RAKIA Eli 7 control the huge beasts!" Troc
Movement	6"		Movement	8"	
Combat	2		Combat	4	
Support	1	Captain (2) [L], Combat Trained (1) [C], Get 'em!	Support	1	Aggressive (3) [T], Combat Trained (1) [C],
Save	6+	[A], Rider [T]	Save	4+	Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]
	3"		CR	3"	
CR			Stamina	2	
CR Stamina	1				
	1				

Feral G	ranol	R Rider	Troop	Feral M		6 I. 6 I.W	Beast Troop
Movement Combat Support Save	10" 3 1 5+	( ICIDEV <b>Example 1</b> Instinctive (0, 1) [T], Pack (1) [L], Trans		"III tempered p Movement Combat Support Save	10" 2 1 5+	t for the young firsts" The point of the poi	Troop
CR Move 10"	3" Rge 8"	CS Sling 2 <sup>Light Weapon</sup> CASANII FERAL	Cost 25	CR	1"	CASANII FERAL	Cost 15
Feral Sli "Hunting the		rom afar"	Тгоор	Feral W "Young casan		)V to prove themselves"	Ттоор
Movement Combat	6" 1			Movement Combat	6" 2		
Support	1	Pack (1) [L], Rider [T]		Support	1	Pack (1) [L], Rider [T]	
Save	6+			Save	6+		
CR	1"			CR	1"		
Move 3"	Rge 8"	Cs sling 2					
		CASANII FERAL	Cost 10			CASANII FERAL	Cost 10

Jakiin "The youngest	+ of Koí	'Koí's ferals''	Troop Unique	Lek'Saa "More at hov	ne with	zríshak than her kín"	Elite Unique
Movement	6"			Movement	6"	Sala and	
Combat	2			Combat	2		
Support	1	Loyalty (Koi'Koi) [T], Pack (1) [L]		Support	1	Beast Handler (2) [L], Combat Trained	(1) [C],
Save	6+			Save	6+	Favoured Allies (Grisbak Jenta) [T], Ge Pack Hunter [C], Pathfinder (4) [S]	t 'em!* [A],
CR	2"			CR	6"		
				Stamina	1		
		CASANII FERAL	Cost 10			CASANII FERAL	Cost 20
Lek'Saa "More at hor		Grisbak svísbak tþan þer kín"	Elite Unique	Lek'Saa "More at hov		AKlA zríshak than her kín"	Elite Unique
Movement	, -			Movement	8"		
Combat	3	Ren		Combat	4	1.	
Support	1	Beast Handler (2) [L], Charge (2) [A], C	Combat	Support	1	Aggressive (3) [T], Beast Handler (2) [L],	, Combat
Save	4+	Trained (1) [C], Favoured Allies (Grisk [T], Get 'em!* [A], Pack Hunter [C], Pa [S], Savage [C]	oak Jenta) ithfinder (4)	Save	4+	Trained (1) [C], Favoured Allies (Grisha [T], Get 'em!' [A], Instinctive (2, 0) [T], Hunter [C], Pathfinder (4) [S], Pounce (3	Pack
CR	6"			CR	6"	Sprint <sup>•</sup> (4) [A], Transport (1) [A]	101
Stamina	2			Stamina	2		
<b>.</b>		CASANII FERAL	Cost 50	<b>Rep</b>		CASANII FERAL	Cost 30

Cae	jai	níí - Stena	.).
Seh'BAN "Most renon		AV 1e Onsegar Kiders"	Elite Unique
Movement	10"		
Combat	5		•
Support	1	Aggressive (3) [T], Captain (6) [L], C	Charge (1) [A],
Save	3+	Combat Discipline* [C], Combat Tr Commander (4) [L], Pounce (3) [C], I Very Tough* [S]	rameo [2] [C], Powerful [C],
CR	9"		
Stamina	4		
		CASANII STEYAR	Cost 150

Delgon

Two cards per row



Delgon S	Sprog	)	Troop	Delgon S	Sprog	) & Skerra	at	Troop
Movement	6"			Movement	6"			
Combat	1			Combat	2			
Support	1	Beast Handler (1) [L], Evasive [C], Range	r [T]	Support	1	Beast Handle	er (1) [L], Evasive [C	C], Ranger [T]
Save	5+			Save	5+			
CR	3"			CR	3"			
				моче 6"	Rge 5"		kerrat ushwack, Light We	арон
		DELGON CORE	Cost 5	<b>Recei</b>		DELGC	ON CORE	Cost 10
Delgon S	Sprog	) Gang Leader	Troop	Delgon S	Sprog	) Skerrat I	Rider	Troop
Movement	6"			Movement	8"			
Combat	1			Combat	2			
Support	1	Beast Handler (1) [L], Evasive [C], Gang	(2)[L],	Support	1	Beast Handle	er (1) [L], Evasive [C	E], Gang (2) [L],
Save	5+	Ranger [T], Trainer (3, Gang(0)) [T]		Save	5+	Ranger [1], J	[rainer (3, Gang(0)]	[1]
CR	3"			CR	3"			
моvе 6"	Rge 5"	CS Skerrat 1 <sup>Bushwack,</sup> Light Weapon						
		DELGON CORE	Cost 15			DELGC	ON CORE	Cost 20

Delgon S	Stand	lard Bearer	Troop	Heavy	KalN	Ialog		Elite Mechanical
Movement	6"			Movement	3"		-	
Combat	1	A		Combat	3		<u>II</u>	
Support	1	Standard [T]		Support	1	Cadre (1) [L], Fuel		A], Unstable (3)
Save	5+			Save	3+	[T], Very Tough*	[5]	
CR	9"			CR	0.5"			
				Stamina Move O"	6 Rge 12"	CS Guns 2 <sup>Ferocit</sup>	ty*, Long Range	• (6), Quick Shot•
<b>N</b>		DELGON CORE	Cost 20			DELGON	CORE	Cost 50
Heavy	Kaln	Ialog With Deraks	Elite Mechanical	Heavy Gushra		Ialog With		Elite Mechanical
Movement	3"			Movement	3"	6		
Combat	3			Combat	3			
Support	1	Cadre (1) [L], Fuel [T], Sprint* (3) [A] [T], Very, Tough* [S]	, Unstable (3)	Support	1	Cadre (1) [L], Fuel		A], Unstable (3)
Save	3+			Save	3+	[T], Very Tough* [	[S]	
CR	0.5"			CR	0.5"			
Stamina	6			Stamina	6			
Move O"	Rge 12"	CS Guns 2 Long Range* (6), Overd Shatter		Move O"	Rge blast	Cs Gushr 3 <sup>Focus*</sup>	ak , Intense Spray*	, Quick Shot*
<b>UO</b>		DELGON CORE	Cost 50			DELGON	CORE	Cost 50

KalDren			Тгоор	KalDrow				Troop
"Elíte but head	strong bo	dyguards"		"Stalwart an	oð relíable	bodyguards"		
Movement	6"			Movement	6"			
Combat	2			Combat	2			
Support	2	Bodyguard [S], Combat Trained [S], Initiative [S], Rare [T]	(1) [C], Defender	Support	1	Bodyguard [S], I	Defender [S], Initic	itive [S], Rare [T]
Save	5+	[3], minute [3], Kare [1]		Save	4+			
CR	0.5"			CR	0.5"			
		DELGON CORE	Cost 20	<b>N</b>		DELGON	I CORE	Cost 15
KALDVU "Ocvastating	;1y effectív	e!"	Mechanical Troop	KA[DVU] "Unnvieloy, bu		at long range!"		Mechanical Troop
Movement	6"	<i>M</i> 3	8	Movement	6"			
Combat	1			Combat	1			
Support	0			Support	0			
Save	5+			Save	5+			
CR	0.5"			CR	0.5"			
				Stamina	3			
моче З"	Rge blast	CS Light Derak 3 <sup>Point Blank</sup>		Move O"	R <i>g</i> e 12"	CS Dera 2 <sup>Long</sup>	akar g Range* (4), Quic	k Shot*
1 COM		DELGON CORE	Cost 20	<b>NACE</b>		DELGON	I CORE	Cost 30

KalGar		xestioning in their loyalty"	Troop	INALGHO		• enemies alike!"	Mechanical Troop
Movement	6"			Movement	6"		-
Combat	2			Combat	1		
Support	1			Support	0	Gasmask [T], Persistent [T], Safet	ty Valve (3) [T],
Save	5+			Save	5+	Vent* [A]	
CR	0.5"			CR	O"		
				Stamina	3		
				моче 3"	Rge blast	CS Gushrak 2 <sup>Focus*, Wide Spray*</sup>	
		DELGON CORE	Cost 10	1		DELGON CORE	Cost 30
KalJ0VA1 "Lerocious she		rrs ruho lead the charge"	Тгоор	KalMalı "Trampling a		y their metal hooves!"	Elite Mechanical
Movement	6"	<b>*</b> .		Movement	8"	Jak-	-
Combat	2			Combat	3		
Support	1	Charge (1) [A], Defensive Line [C]		Support	1	Assassinate <sup>•</sup> [A], Cadre (1) [L], Co	mbat Trained (2)
Save	5+			Save	4+	[C], Fuel [T], Overdrive* [C], Spri Stamina Limit (3) [T]	nt* (4) [A],
CR	0.5"			CR	6"		
				Stamina	6		
		DELGON CORE	Cost 15			DELGON CORE	Cost 50

KalMal			Elite Mechanical	Mounte	δNı	ıraSen	Elite
"Crampling 2 Movement	nll beneat! 8"	1 their metal hooves!"		"All must bov Movement	v to the 8"	Enavii!	
Combat	3			Combat	1		
Support	1	Assassinate <sup>•</sup> [A], Cadre (1) [L], Comb	at Trained (2)	Support	1	Authority (4) [L], Protected (4) [T]	
Save	4+	[C], Ferocity <sup>,</sup> [C], Fuel [T], Sprint <sup>,</sup> (4 Limit (4) [T]	) [A], Stamina	Save	5+		
CR	6"			CR	6"		
Stamina	6						
		DELGON CORE	Cost 75			DELGON CORE	Cost 50
NuraFe	hn		Troop	NUVAKİ "Cor the Gode			Elit
Movement	6"			Movement	6"		
Combat	1	1.		Combat	1		
Support	0	Initiative [S], Smelling Salts* [S]		Support	1	Authority (2) [L], Protected (2) [T]	
Save	5+			Save	6+		
CR	0.5"			CR	6"		
		DELGON CORE	Cost 15			DELGON CORE	Cost 20

NUVAKI "I aim only to	VA () 5 bring	bal peace to these lands"	Elite Unique			lead from the front línes"	Тгоор
Movement	6"			Movement	6"	6 5	
Combat	1			Combat	1		
Support	1	Authority (2) [L], Diplomat (Empire) [T	], Protected	Support	1	Authority (1) [L]	
Save	6+	(2) [T]		Save	6+		
CR	6"			CR	6"		
		DELGON CORE	Cost 30			DELGON CORE	Cost 15
NUVASEI "All must bom		Enarii!"	Elite			bra[ but callous mind"	Elite Unique
Movement	6"			Movement	6"		
Combat	1			Combat	1		
Support	1	Authority (4) [L], Protected (4) [T]		Support	1	Authority (4) [L], Protected (4) [T], Tag	ctician** [S]
Save	6+			Save	6+		
CR	6"			CR	6"		
				Stamina	2		
		DELGON CORE	Cost 40			DELGON CORE	Cost 60

NUVASEV "Technology ís			Elite Unique	NuraTia	a Obd	al	Elite Unique
Movement	6"	i ant		Movement	6"		
Combat	1			Combat	1		
Support	1	Authority (4) [L], Protected (4) [T], Refuel: (	3)[A],	Support	1	Authority (4) [L], Diplomat (Empire) [T],	
Save	5+	Tune Up [A]		Save	6+	Influential (2) [S], Protected (2) [T]	
CR	6"			CR	6"		
Stamina	2						
			ost O			DELCONCODE	Cost 60

	ele	;on - Dehr	ran				
Dehran "The 500 of th	he Olyo	zu nomade"	Enarii Unique	KalDeb "Loyal follo	VAN nærs of S	Debran"	Troop
Movement	10"			Movement	6"	(Carto	
Combat	5			Combat	2		
Support	0	Assassinate* [A], Combat Trained (2) [	C], Critical	Support	2	Combat Trained (1) [C], Loyalty (Del	
Save	3+	[T], Impetuous [T], Powerful [C], Prote Unstoppable [T], Very Tough* [S]	ected (4) [T],	Save	5+	Ranger [T], Rare [T], Retinue (Debra (4) [A]	n) [T], Sprint*
CR	12"			CR	0.5"		
Stamina	5			Stamina	Special		
NuraSet		DELGON DEHRAN Dahlin	Cost 120 Elite Unique		[	DELGON DEHRAN	Cost 20
Movement	8"		Unique				
Combat	2						
Support	1	Authority (4) [L], Commander (4) [L], Allies (Teral) [T], Protected (2) [T], Ven	Favoured				
Save	4+	Allies (Teral) [T], Protected (2) [T], Vei	у Tough* [S]				
CR	6"						
Stamina	1						
	I	DELGON DEHRAN	Cost 50				

Q	ela	jon - Eldeyr	า
		/ Gardener	Enarii Unique
Movement	10"		
Combat	4		
Support	0	Commander (4) [L], Critical [T], Pon	verful [C],
Save	3+	Unstoppable [T], Very Tough [S]	
CR	12"		
Stamina	5		
<b>LEO</b>	]	delgon eldeyn	Cost 80

Delgon - Garabon

NuraGa	an L	argos	Elite Unique
Movement	8"	The second	
Combat	2		
Support	1	Authority (4) [L], Commander (4) [L]	), Protected (4)
Save	4+	[T]	
CR	6"		
	D	DELGON GARABON	Cost 60

Delgon - Malog

Malog			Enarii Mechanical Unique
Movement	12"		
Combat	6	Rec	
Support	0	Cadre (4) [L], Combat Trained (2) [G	C], Critical [T],
Save	3+	Ferocity* [C], Powerful [C], Unstop Tough* [S]	oable [1], Very
CR	12"		
Stamina	6		
<b>LOOP</b>		DELGON MALOG	Cost 150

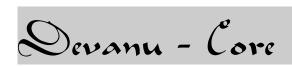
	ele	jon - Robe	411
Roban "Sathinz with	, hatred f	"or the devanu"	Enarii Unique
Movement	10"		
Combat	5		
Support	0	Combat Trained [2] [C], Commander	(4) [L],
Save	3+	Critical [T], Mighty Blow [C], Power Unstoppable [T], Very Tough* [S]	ful [C],
CR	12"		
Stamina	5		
		DELGON ROBAN	Cost 200

Devanu

## Two cards per row



Arak Ka "I shall kill ov	ItAIN ne of their	- gods!"	Elite Unique
Movement	10"	Total	
Combat	6	<u> </u>	
Support	0	Agility [T], Alpha [T], Assassinate	e* [A], Combat
Save	4+	Discipline <sup>*</sup> [C], Commander (4) [L] Very Tough <sup>*</sup> [S]	], Momentum [S],
CR	12"		
Stamina	6		
		DEVANU ARAK	Cost
		DEVINO IN(III)	200



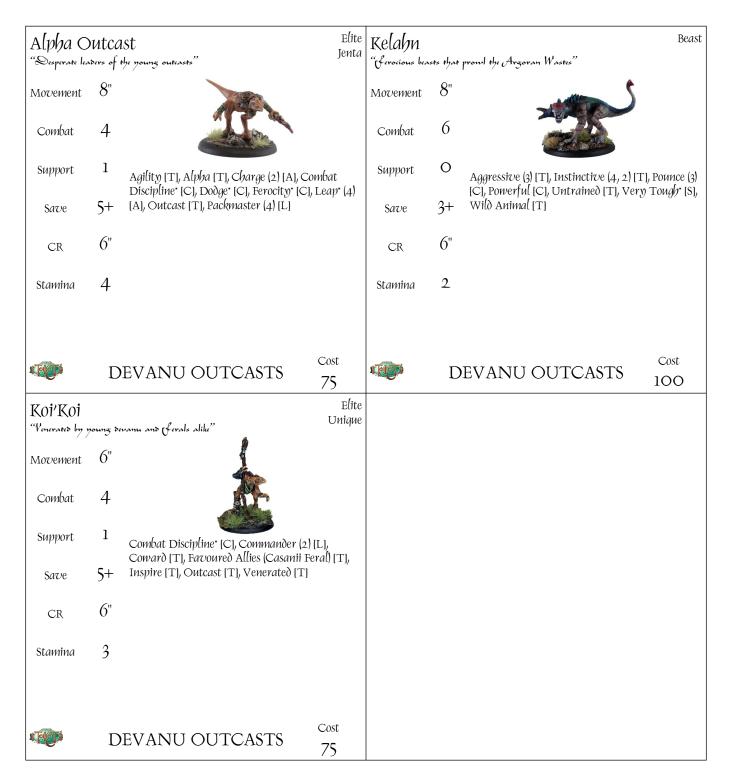
DeVANИ "Keeping their			Egg Elite Object	Devann "Even the your		TCHING patchling= can be deadly!"	Jenta
Movement	_	4	,	Movement	8"		
Combat	_			Combat	2		
Support	—			Support	1	Agility [T], Ferocity* [C], Sibling [C]	
Save	4+	Concealed [T], Untrained [T], Unwieldy [	Γ]	Save	5+	Aginty [1], revocity [C], solving [C]	
CR	Ο"				-		
				CR	3"		
				Stamina	1		
		DEVANU CORE	Cost 5			DEVANU CORE	Cost 2O
Devanu			Elite			a Beastmaster 30 develop a proper fonduess for	Elite
"Masters of t	he art of	- hunting and killing"		Vonne Oeva their kín"	mu never	oo oevelop a proper fononess for	
Movement	10"	State of the second sec		Movement	10"	2 Contraction	
Combat	6			Combat	6		
Support	2	Agility [T], Alpha [T], Assassinate <sup>•</sup> [A], Co		Support	2	Agility [T], Alpha [T], Beast Handler (3)	[L],
Save	4+	Discipline* [C], Dodge* [C], Feint* [C], Leap Packmaster (4) [L], Sprint* (5) [A]	)" (4) [A] <sub>)</sub>	Save	4+	Charge (2) [A], Dodge <sup>*</sup> [C], Ferocity <sup>*</sup> [C], [A], Pack Hunter [C], Pack Instinct [C], Wild Creature, Loyalty/Devanu Kopa	Leap* (4) Trainer (1
CR	12"			CR	12"	Beastmaster)) [T]	
Stamina	6			Stamina	6		
		DEVANULCORE	Cost 50			DEVANU CORE	Cost 150

				Decann		A RAVAGEV " hunting and killing"	Elite
,	10"			, Movement	,		
Combat	6			Combat	6		
Support	2	Agility [T], Alpha [T], Assassinate" [A], Co		Support	2	Aggressive (3) [T], Alpha [T], Charge (1) [A	) [A], ofme actory ( 4)
Save	4+	Discip[ine* [C], Dodge* [C], Feint* [C], Lea Packmaster (4) [L], Sprint* (5) [A]	p* (4) [A],	Save	4+	Combat Discipline* [C], Dodge* [C], Pac [L], Pounce (3) [C], Sprint* (5) [A], Unsto	
CR	12"			CR	12"		
Stamina	6			Stamina	6		
1		DEVANULCORE	Cost 150			DEVANU CORE	Cost 150
		A WAYMONGEY "hunting and killing"	Elite	Devann "Liercely prote			Elite
Movement	8"			Movement	,		
Combat	6	<u> </u>		Combat	5	25	
Support	2	Agility [T], Alpha [T], Assassinate" [A], C	ombat	Support	2	Agility [T], Assassinate <sup>•</sup> [A], Combat [	Discipline*
Save	4+	Discipline* [C], Packmaster (4) [L], Power Sprint* (4) [A], Unstoppable [T], Very Tou		Save	4+	[C], Dodge* [C], Feint* [C], Maternal [C Matriarch (4) [L], Sprint* (5) [A]	), ),
CR	12"			CR	12"		
Stamina	6			Stamina	5		
<b>N</b>		DEVANULCORE	Cost 150			DEVANU CORE	Cost 100

					aoly hun	ters"	Beast
Movement	10"			Movement	10"		
Combat	5			Combat	2		
Support	2	Agility [T], Assassinate" [A], Beast H Combat Discipline" [C], Dodge" [C], F	andler (2) [L],	Support	1	Charge (2) [A], Pack (1) [L], Pack Hunter	r [C],
Save	4+	Sprint* (5) [A]	emi (Cj,	Save	4+	Savage [C]	
CR	12"			CR	3"		
Stamina	5						
		DEVANU CORE	Cost 100			DEVANU CORE	Cost 25
Grishak "The vicious y	-	A 5 are still danzerous!"	Beast	Grishak "Hulkíng ani			Beast Elite
Movement	10"			Movement	10"		
Combat	2			Combat	3		
Support	1	Раск (1) [L], Pack Hunter [C], Untrai	ned [T]	Support	1	Charge (2) [A], Grisbak Trainer (2, Pac	k Instinct)
Save	5+			Save	3+	[T], Pack (2) [L], Pack Hunter [C], Pack [C], Powerful [C]	Instinct
CR	1"			CR	6"		
		DEVANU CORE	Cost 15			DEVANU CORE	Cost 50

Jenta Ha			. "	Elite Jenta	Jenua II			Elite Jenta
"More at how	re with	beasts than ot	ther devanu	,	"Young devan	n nobo f	ight close to their siblings"	
Movement	8"				Movement	8"		
Combat	4				Combat	4		
Support	1	Agility [T	[], Beast Handler (2) [L], Fer	ocity* [C],	Support	1	Agility [T], Combat Discipline* [C], F	eint* [C],
Save	5+	Leap* (4)	[A], Pack Hunter [C]		Save	5+	Ferocity* (C), Leap* (4) (A), Rapid Strike (C (C)	ike [C], Sibling
CR	6"				CR	6"		
Stamina	3				Stamina	3		
1 Marine		DEVA	ANU CORE	Cost 50			DEVANU CORE	Cost 50
Jenta Sp "Hurking spec		enged from th	eír prey"	Elite Jenta	INUSUK	rrful sha	ðon, over their prey"	Beast
Movement	8"		-		Movement	12"		
Combat	4		Lang		Combat	1	<u>k</u>	
Support	1	Agility (T	[], Ferocity* [C], Leap* (4) [A	]	Support	3	Aggressive (3) [T], Charge (2) [A], Eva	asive [C], Flit
Save	5+				Save	6+	[C], Flying [T], Solo [T]	
CR	6"				CR	6"		
Stamina	3							
мо <del>v</del> е 8"	Rge 8"	CS 2	Spear Focus*, Light Weapon, Lo	ng Range* (4)				
		DEVA	ANU CORE	Cost 50			DEVANU CORE	Cost 25





Devanu - Car Kisael

Acorri D	Deyirn	Civilian	Deyirn I	Light	t Cavalry	Troop
Movement	6"		Movement	10"		
Combat	2		Combat	3		
Support	1 Coward [T], Slaver (2) [T]		Support	1		
Save	5+		Save	5+		
CR	6"		CR	6"		
			Моте 10"	Rge 4"	CS Spear 3 Light Weapon	
	DEVANU TAR KISAEL	Cost 20		D	evanu tar kisael	Cost 20
Deyirn I	Militia	Troop	Deyirn I	Milit	tia Captain	Elite
Movement	6"		Movement	6"	1172	
Combat	2		Combat	3	T	
Support	1 Defender [S]		Support	2	Captain (8) [L], Combat Discipline* [C	], Combat
Save	5+		Save	5+	Trained (2) [C], Coordinated Strike* [A [S]	.], Defender
CR	6"		CR	6"		
			Stamina	1		
	devanu tar kisael	Cost 10		D	evanu tar kisael	Cost 50

Deyirn I Captain		nted Militia Elit		Mou	nted Reyad	Elite
Movement	10"		Movement	10"	the second s	
Combat	3		Combat	3	and the second s	
Support	2		Support	1	Captain (6) [L], Concentrated Fire* [A]	
Save	5+	Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]	Save	5+		
CR	6"		CR	6"		
Stamina	1		Stamina	1		
5664411466	Ŧ		мо <del>г</del> е <b>3</b> "	R <i>g</i> e 18"	CS Staff Sling 2 Accurate, Quick Shot*	
	D	EVANU TAR KISAEL 60				Cost 50
Deyirn I	Reyc	ð Elit	Deyirn	slinge	er	Troop
Movement	6"	L	Movement	6"		
Combat	3	×	Combat	1		
Support	1	Captain (6) [L], Concentrated Fire* [A]	Support	1		
Save	5+		Save	6+		
CR	6"		CR	6"		
Stamina	1					
моте З"	Rge 18"	CS Staff Sling 2 Accurate, Quick Shot*	моте <b>3</b> "	Rge 18"	CS Staff Sling 2	
<b>LEON</b>	D	EVANU TAR KISAEL 40		DI	EVANILI TAR KISAFI	Cost 15

Fubarni	slave slave	Jenta Enslaver	Elite Jenta
Movement	6"	Movement 8"	
Combat	1	Combat 4	
Support	1 Uncommitted [T], Untrained [T]	Support 1 Agility [T], F	erocity" [C], Leap" (4) [A], Slaver (6)
Save	6+	save 5+ Loyalty(slav	(3, Slaver(2)) [T], Trainer (3 Slaves, er)) [T]
CR	2"	cr 6"	
		Stamina 3	
<b>Leep</b>	DEVANU TAR KISAEL 5	DEVANU	TAR KISAEL 50
Tar-Kis	ael Elite Unique	Trisate	Elite
Movement	10"	Movement 6"	
Combat	6	Combat 3	
Support	2 Agility [T], Alpha [T], Assassinate <sup>•</sup> [A], Combat	Support 1 Aggressive (3	) [T], Charge (1) [A], Pack (1) [L], Pack
Save	Discipline <sup>*</sup> [C], Dodge <sup>*</sup> [C], Feint <sup>*</sup> [C], Leap <sup>*</sup> (4) [A], 5+ Packmaster (4) [L], Sprint <sup>*</sup> (5) [A]		Pounce (3) [C], Retinue (Jenta ], Savage [C], Sprint* (4) [A], Frisate) [T]
CR	12"	cr 6"	
Stamina	6	Stamina l	
	DEVANU TAR KISAEL 175	DEVANU	TAR KISAEL 40



Two cards per row

	ho	zu - Core						
Darseni			Тгоор	Darseni	Сар	otain		Elite
Movement	8"			Movement	8"			•
Combat	3			Combat	4			
Support	1	Charge (1) [A], Combat Trained (1) [C], Rang	jer [T]	Support	2	Captain (6)	[L], Charge (1) [A	), Combat Discipline*
Save	4+			Save	4+	[C], Comba	t Trained (1) [C],	Ranger [T]
CR	6"			CR	6"			
				Stamina	1			
<b>LEO</b>		DHOGU CORE 30				DHO	GU CORE	Cost 80
Dhogu A "Snipping from			Elite	Dhogu B "The first they		, is the bite of o	ur arronss"	Тгоор
Movement	6"	The the		Movement	6"			
Combat	2			Combat	2			
Support	1	Captain (6) [L], Combat Trained (1) [C],		Support	1	Ranger [T]		
Save	5+	Concentrated Fire <sup>*</sup> [A], Ranger [T]		Save	5+			
CR	6"			CR	6"			
Stamina	1							
Move	Rge	CS Bow		Move	Rge	CS	Bow	
3"	9"	2 Accurate		3"	9"	2	Accurate	
		DHOGU CORE 4				DHO	GU CORE	Cost 15

Dhogu C	Capte	A <b>IN</b> Elite se difficule eimes"	Dhogu S "Born to the v		27	Troop
Movement	6"		Movement	6"		
Combat	3		Combat	2		
Support	2	Captain (6) [L], Combat Discipline* [C], Combat	Support	1	Combat Trained (1) [C], Ranger [T]	
Save	5+	Trained (1) [C], Ranger [T]	Save	5+		
CR	6"		CR	6"		
Stamina	1					
		DHOGU CORE 40			DHOGU CORE	Cost 15
Dhogu S	prog	Тгоор	Dhogu S	prog	& Skerrat	Troop
Movement	6"		Movement	6"		
Combat	1		Combat	2		
Support	1	Beast Handler (1) [L], Evasive [C], Ranger [T]	Support	1	Beast Handler (1) [L], Evasive [C], Range	er [T]
Save	5+		Save	5+		
CR	3"		CR	3"		
			моvе 6"	Rge 5"	CS Skerrat 1 <sup>Bushwack, Light Weapon</sup>	
<b>LOO</b>		DHOGU CORE 5	<b>N</b>		DHOGU CORE	Cost 10

Dhogu S	prog	Gang Leader	Ггоор	Dhogu S	sprog	Skerrat Rider	Тгоор
Movement	6"			Movement	8"		
Combat	1			Combat	2		
Support	1	Beast Handler (1) [L], Evasive [C], Gang (2) [I	),	Support	1	Beast Handler (1) [L], Evasive [C], Gan	1g (2) [L],
Save	5+	Ranger [T], Trainer (3, Gang(0)) [T]		Save	5+	Ranger [T], Trainer (3, Gang(0)) [T]	
CR	3"			CR	3"		
моге 6"	Rge 5"	CS Skerrat 1 <sup>Bushwack, Light Weapon</sup>					
		DHOGU CORE 15	;	<b>NO</b>		DHOGU CORE	Cost 20
Dh0gU T "Just wait for		VEV untaíns to províde"	Elite	Dhogu V "A storm is c		07D ut we shall remain!"	Elite
Movement	6"			Movement	8"		
Combat	3			Combat	4		
Support	1	Beast Handler (6) [L], Combat Trained (2) [C]	,	Support	2	Captain (6) [L], Charge (2) [A], Combat	Discipline*
Save	5+	Coordinated Strike <sup>•</sup> [A], Pathfinder (6) [S], Rav [T], Solo [T]	iger	Save	4+	[C], Combat Trained (2) [C], Powerful Ranger [T]	Charge [T],
CR	6"			CR	9"		
Stamina	1			Stamina	2		
моге 3"	Rge 9"	CS Bow 2 Accurate					
		DHOGU CORE 4C				DHOGU CORE	Cost 100

Dhogu V	Narl	ord on Foot	Elite	Domesti	icated	) Martram <sup>B</sup>	east
Movement	6"			Movement	6"	T.	
Combat	4	la h		Combat	5		
Support	2	Captain (6) [L], Combat Discipline* [C]	, Combat	Support	0	Instinctive (1, 3) [T], Obstructing [T], Unstoppe	able
Save	5+	Trained (2) [C], Commander (4) [L], Ra	inger [T]	Save	3+	[T], Untrained [T], Vehicle (2) [Ť], Very Tough	• [S]
CR	6"			CR	6"		
Stamina	2			Stamina	3		
		DHOGU CORE	Cost 60			DHOGU CORE 50	
Domesti	cate	d Senira	Beast	Domesti	icated	) Yirnak <sup>B</sup>	east
Movement	8"			Movement	8"		
Combat	2			Combat	3		
Support	1	Instinctive (0, 1) [T], Ranger [T]		Support	1	Instinctive (2, 1) [T], Powerful [C], Ranger [T],	
Save	4+			Save	4+	Untrained [T], Very Strong [T]	
CR	6"			CR	6"		
		DHOGU CORE	Cost 10			DHOGU CORE 15	

Kimut A	.kera	И	Elite Unique	Kimut 7	rikaa	И	Elite Unique
Movement	8"			Movement	8"		
Combat	5			Combat	5		
Support	2	Captain (6) [L], Combat Discipline* [C], Trained (2) [C], Commander (4) [L], Ra		Support	2	Captain (6) [L], Charge (2) [A], Combat [C], Combat Trained (2) [C], Command	Discipline*
Save	5+	1 raineo (2) [C], Commanoer (4) [L], Ka	nger [1]	Save	4+	Powerful Charge [T], Ranger [T]	er(4)[∟],
CR	6"			CR	6"		
Stamina	2			Stamina	2		
		DHOGU CORE	Cost 100			DHOGU CORE	Cost 150
Megla T	the K	ind	Civilian	Setir Ske "Resourceful		www"	Beast Troop
Movement	6"			Movement	10"		
Combat	1	1.		Combat	1		
Support	1	Untrained [T]		Support	1	Evasive [C], Ranger [T]	
Save	6+			Save	6+		
CR	2"			CR	6"		
		DHOGU CORE	Cost 5			DHOGU CORE	Cost 15 for 2

Tak Sira		be beasts of the mountains"	Elite Unique	Tarku I	Drom	a		Elite Unique
Movement	6"			Movement	6"			
Combat	3			Combat	3			
Support	0	Beast Handler (8) [L], Combat Train	ed (1) [C],	Support	2		6) [L], Combat Discipli	
Save	4+	Favoured Allies (Yartain) [T], Range Summoner* [A], Terrain (2, Snowdrif		Save	5+	Trained (1	I) [C], Concentrated Fi	re* [A], Ranger [T]
CR	12"			CR	9"			
Stamina	3			Stamina Move	1 Rge	CS	Вош	
				3"	9"	2	Accurate	
		DHOGU CORE	Cost 60			DHO	GU CORE	Cost 50
Yirnak			Elite	Yirnak I				Тгоор
"Leading the	,	rom atop the shazey yirnak"		"Loul tempere		nd ríðers!		-
Movement	8"			Movement	8"			
Combat	4			Combat	3			
Support	2	Captain (6) [L], Charge (2) [A], Comb	at Discipline*	Support	1	Charge (2	) [A], Combat Trained	(1) [C], Powerful
Save	4+	[C], Combat Trained (1) [C], Powerfu Ranger [T]	t Charge [1],	Save	4+	Charge [1	], Ranger [T]	
CR	6"			CR	6"			
Stamina	1							
		DHOGU CORE	Cost 80			DHO	GU CORE	Cost 40

Empire

Ono cards per row

Empire - Ardaug

Fanaris <sup>the Herder</sup>	Zele Queen"	bn •	Elite Unique
Movement	8"		
Combat	4		
Support	1	Captain (6) [L], Combat Trained (2) [C],	,
Save	4+	Commander (4) [L], Inspire [T]	
CR	6"		
Stamina	2		
		EMPIRE ARDAUG	Cost 75



Trebarn	iii Br	ute Slave	Beast Slave	Trebarn	ii G	oader Slave	slave
Movement	6"			Movement	6"		
Combat	4			Combat	2		
Support	1	Aggressive (3) [T], Charge (2) [A], Pound	e (3) [C],	Support	1	Prod (1, 3) [A], Ranger [T], Unruly [T], Unt	rained
Save	3+	Ranger [T], Savage [C], Unruly [T], Ur	itrained [T]	Save	5+	[T]	
CR	2"			CR	6"		
		EMPIRE CORE	Cost 30			EMDIRECORE	Cost 15
Trebarn	iii H	owler Slave	slave	Trebarn	ii Jei	1ta Slave	slave
Movement	6"			Movement	6"		
Combat	1			Combat	1		
Support	1	Aggressive (3) [T], Surefooted [T], Bomb	er [A], Flit	Support	1	Ranger [T], Unruly [T], Untrained [T]	
Save	6+	[C], Ranger [T], Rider [T], Unruly [T], I [T]	Jntrained	Save	5+		
CR	12"			CR	6"		
мо <del>v</del> е 6"	Rge 6"	CS Throw Stones 2					
	U	EMPIRE CORE	Cost 15			EMDIRECORE	Cost 5

Trebarn	nii W	arrior Slave	Slave	Anbor			Beast
Movement	6"			Movement	6"	Martin Contraction	
Combat	2			Combat	5	Cota 5	
Support	1	Ranger [T], Unruly [T], Untrained [T]		Support	0	Instinctive (1, 3) [T], Swim (4) [A], Very	Tough* [S]
Save	5+			Save	3+		
CR	6"			CR	6"		
				Stamina	2		
		EMPIRE CORE	Cost 10	<b>L</b>		EMPIRE CORE	Cost 50
Apprent	tice R	abkirii	Civilian	Ashti			Beast
Movement	6"			Movement	8"		
Combat	1			Combat	1		
Support	0	Assistant [T], Bodyguard [S], Rare [T]		Support	1	Critter (1) [L], Evasive [C], Passive [T]	
Save	5+			Save	_		
CR	0.5"			CR	3"		
		EMPIRE CORE	Cost 10			EMPIRE CORE	Cost 5

Atoran I			Civilian Unique	Automa		"	Mechanical
"Kespected expe	ert ín al	l things aquatic"	,	"Dangerously	9 unstab	le and explosive!"	
Movement	4"			Movement	6"	1 1	
Combat	1			Combat	1	<u>A</u>	
Support	0	Beast Handler (2) [L], Confuse* [A], Su	vim (4) [A],	Support	1	Fuel [T], Gasmask [T], Loyalty (Belor	noch dre
Save	5+	Travelling Biologist (2) [T]		Save	6+	Hearne! [T], Overdrive* [C], Sprint* Unstable (0) [T], Untrained [T], Veni	(4) [A], t* [A]
CR	6"			CR	O"		
Stamina	1			Stamina	3		
		EMPIRE CORE	Cost 20			EMPIRE CORE	Cost O
ВАРИК "Hardy beast	s nopo c	an carry fuge loads"	Beast	Batty			Beast
Movement	6"			Movement	8"	T.C.	
Combat	3			Combat	1		
Support	1	Instinctive (0, 2) [T]		Support	1	Critter (1) [L], Evasive [C], Flying [T	], Passive [T]
Save	3+			Save	—		
CR	6"			CR	6"		
1. MORA		EMPIRE CORE	Cost 20			EMPIRE CORE	Cost 5

Belan "coulon't tur	n a pro	fit núthout my belan"	Beast			e Hearne e, creative and dangerous"	Civilian Unique
Movement	6"			Movement	6"	A A	
Combat	5			Combat	1		
Support	0	Instinctive (1, 3) [T], Unstoppable [T], Vebi	icle (1)	Support	1	Creator (2, Belomoch dre Hearne) [T], Ro	efuel• (3)
Save	3+	[T], Very Tough* [S]		Save	6+	[A]	
CR	6"			CR	6"		
Stamina	3			Stamina	2		
		EMDIRECORE	Cost 50			EMPIRE CORE	Cost 30
Bridled I "Enuk are stur			Beast	Captain "The Crimson			Elite Unique
	10"	R		Movement	6"	-	
Combat	2			Combat	3	A CONTRACTOR	
Support	0	Instinctive (0, 1) [T]		Support	2	Captain (8) [L], Combat Discipline* [C], C	Combat
Save	4+			Save	5+	Trained (2) [C], Coordinated Strike* [A], 1 [S]	Defender
CR	6"			CR	6"		
				Stamina	1		
1 Dec			Cost LO			EMPIRE CORE	Cost 50

Casan Z	Zavr	иии	Beast	Casanii			Elite Unique
"Small and	míləly .	annoyínz"		"Hizhly souz	ht after	across the Empire!"	Onique
Movement	6"			Movement	6"	A.	
Combat	1	2 Com		Combat	3	<u> </u>	
Support	1	Dug In [T], Critter (1) [L], Evasive [C], Pass	sive [T]	Support	1	Beast Handler (2) [L], Ranger [T], (4) [A]	Solo [T], Sprint*
Save	5+			Save	3+	(4/ [73]	
CR	1"			CR	6"		
				Stamina	2		
				Move	Rge	CS Longbow	
				3"	18"	2 Accurate, Focus*, Long Quick Shot*	Range* (6),
		EMPIRE CORE				EMPIRE CORE	Cost 30
Chatik			Beast	Chatik J	enta		Beast
Movement	6"			Movement	6"		
Combat	1			Combat	1		
Support	1	Pack (1) [L]		Support	1	Evasive [C], Pack (1) [L]	
Save	6+			Save	—		
CR	3"			CR	3"		
		EMPIRE CORE				EMPIRE CORE	Cost 5 for 2

Chiila			Beast	City W	atch		Troop
"Small and	mílðly .	annoying"			·		
Movement	8"	AL ST		Movement	8"		
Combat	1	Road		Combat	3		
Support	1	Critter (1) [L], Evasive [C], Passive [T]		Support	1		
Save	_			Save	4+		
CR	3"			CR	6"		
		EMPIRE CORE	Cost			EMPIRE CORE	Cost
			5				20
Civilian "Larmers, ma		nð labourers"	Civilian	Comma	nder	Brenar	Elite Unique
Movement	6"	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~		Movement	6"		
Combat	1			Combat	4	<u></u>	
Support	1	Untrained [T]		Support	2	Captain (8) [L], Combat Discipline	[C], Combat
Save	6+			Save	4+	Trained (2) [C], Commander (4) [L Very Tough <sup>*</sup> [S]	], Inspire [T],
CR	2"			CR	6"		
				Stamina	2		
<b>E</b>		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 100

Councill	.01		Civilian	Critter		,,	Beast
COUNCILL Movement Combat Support Save CR	or 6" 1 1 6+ 3"	Commander (2) [L], Coward [T], Influ		Critter "Small and Movement Combat Support Save CR	""dəly 8" 1 1 - 3"	annoying" Vitter (1) [L], Evasive [C], Passive [T]	DEUSI
Danakai "Inseparable fr	И	EMPIRE CORE	Cost 20 Civilian Unique	<b>П</b> епик		EMPIRE CORE	Cost 5 Beast
Movement Combat Support Save CR	6" 1 0 6+ 3"	Captain (2) [L], Commander (1) [L], Di (Delgon) [T], Proud [T]	plomat	Movement Combat Support Save CR	8" 1 0 6+ 6"	Instinctive (0, 1) [T]	
		EMPIRE CORE	Cost 20			EMPIRE CORE	Cost 5

Deyak A	Alora		Beast	DihM0k "Tolerated by		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Beast
Movement	6"	lad Co		Movement	8"		
Combat	1	TAR		Combat	1		
Support	1	Aquatic [T], Swim (6) [A]		Support	1	Critter (1) [L], Evasive [C], Passive [T]	
Save	6+			Save	—		
CR	3"			CR	3"		
		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 5
Displace	ed En	ди	Troop	Displace	ed En	gu Harpoon	Тгоор
Movement	6"			Movement	6"		
Combat	2			Combat	2		
Support	1	Powerful [C], Sea Legs [T]		Support	1	Powerful [C], Sea Legs [T]	
Save	4+			Save	4+		
CR	6"			CR	6"		
				мо <del>v</del> е 3"	к <i>д</i> е 9"	CS Harpoon 2 Accurate, Powerful	
		EMPIRE CORE	Cost 15				Cost 25

Displace	ed En	ıgu Oar	Тгоор	Distingı	nishe	d R <i>ahk</i> irii c	Civilian
Movement	6"			Movement	6"		
Combat	2			Combat	1	1.	
Support	1	Pitch (1) [C], Sea Legs [T]		Support	0	Engineer (1) [L], Contraption (1) [S], Master	(2)[T],
Save	4+			Save	5+	Protected (3) [T], Proud [T], Resourceful* (2) Venerated [T]	[S],
CR	6"			CR	6"		
				Stamina	1		
		EMPIRE CORE	Cost 15			EMPIRE CORE 4	
Elakiim "Postíc of the	Emperor	r's Imperial (Postal Service"	Troop Unique	Elder "… nonv, who	it was b	,	Civilian Unique
Movement		Tele		Movement	6"		
Combat	2	S. Calmer		Combat	1		
Support	1	Los bas		Support	0	Captain (4) [L], Commander (4) [L], Tacticia	an•• [S],
Save	5+			Save	5+	Venerated [T]	
CR	6"			CR	2"		
				Stamina	2		
		EMPIRE CORE	Cost 10			EMPIRE CORE	

Elder Be	lan 1	Rider	Civilian	Enginee	r Ber	И		Civilian
"Ponderous tr	avellers	of Anyaral"		"If I can jus	t fíx a fei	v mínor zlít	ches"	Unique
Movement	6"			Movement	6"			
Combat	5			Combat	1			
Support	0	Commander (4) [L], Instinctive (0, 2) [	[T], Proud	Support	0			Ì
Save	3+	[T], Unstoppable [Ť], Venerated [Ť], V [S]	'ery Tough*	Save	5+			
CR	4"			CR	6"			
Stamina	3							
				Move O"	Rge blast	cs 4	Experimental Derak Point Blank	
		EMPIRE CORE	Cost 50			EMP	IRE CORE	Cost 30
ENUK "Enuk are stur	·dy and	reliable beasts"	Beast	ENUK N "Enuk are stu	obilis	líable beasts'	,	Beast
Movement	/	2		Movement	<i>,</i>			
Combat	2	2		Combat	2			
Support	0	Instinctive (0, 1) [T]		Support	0	Instinctiz	ve (0, 1) [T]	
Save	5+			Save	5+			
CR	6"			CR	6"			
		EMPIRE CORE	Cost 10			EMP	IRE CORE	Cost 10

Erigan			Beast	Exotic F	Pet N	Ierchant <sup>Civilia</sup>
Movement	6"	the m		Movement	6"	
Combat	5			Combat	1	
Support	0	Instinctive (1, 3) [T], Unstoppable [T], V	ery Tough	Support	0	Slaver (4) [T], Trainer (2, Slaver(1)) [T], Trainer ( Slavers, Loyalty(Slaver)) [T]
Save	3+	[8]		Save	5+	Slavers, Loyalty(Slaver)) [T]
CR	6"			CR	6"	
Stamina	3					
		EMPIRE CORE	Cost 50			EMPIRE CORE 40
Exotic P	Pet T	Trader	Civilian	Freedow	ı Figļ	eter Muri Eli Uniqu
Movement	6"			Movement	6"	
Combat	1			Combat	2	
Support	0	slaver (2) [T]		Support	1	Captain (2) [L], Commander (1) [L], Favoured
Save	5+			Save	6+	Allies (Casanii) [T], Influential (1) [S], Inspire [T], Tactician** [S]
CR	6"			CR	6"	
				Stamina	2	
		EMPIRE CORE	Cost 20			EMPIRE CORE 40

Fubarnii	Jen	ta	Civilian	GIL IVIAC	sharl		Civilian Unique
Movement	6"			Obis partícul. Movement	ar species 6"	• is most unusual!"	
Combat	1	l.		Combat	1		
Support	1	Untrained [T]		Support	0	Beast Handler (2) [L], Confuse <sup>•</sup> [A], Tra	velling
Save	6+			Save	5+	Biologist (2) [T]	
CR	2"			CR	6"		
				Stamina	1		
<b>LEO</b>		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 20
Graabin	]		Beast	Grenird	тре	Great	Troop Unique
Movement	6"	A B		Movement	?		
Combat	2	A A A A		Combat	?		
Support	1	Instinctive (0, 1) [T], Ranger [T]		Support	?	Z	
Save	4+	Instructioe (0, 1) [1], Kanger [1]		Save CR	? ?		
CR	, 6"				·		
		EMPIRE CORE	Cost 10			EMPIRE CORE	Cost ?

Guard C	Creat	cure	Beast	Guhlain "Raíser of th	! e dead"		Civilian Unique
Movement	6"	En co		Movement	6"		
Combat	2	The second		Combat	1	100 M	
Support	1			Support	1	Untrained [T]	
Save	5+			Save	6+		
CR	6"			CR	2"		
		EMPIRE CORE	Cost 15			EMPIRE CORE	Cost 5
Head Ti "Everything is	rader available	: for the right price?"	Civilian	Herbalis "My what a		· smell?"	Civilian Unique
Movement	6"			Movement	6"		
Combat	1	1.		Combat	1		
Support	0	Beast Handler (2) [L], Captain (2) [L]		Support	0	Aromatherapy** [A], Smelling Salts* [S]	
Save	5+			Save	5+		
CR	6"			CR	6"		
				Stamina	2		
<b>K</b>		EMPIRE CORE	Cost 20			EMPIRE CORE	Cost 30

Jaldoa		Bec	<sup>st</sup> Jalook			Beast
Movement Combat	6" 4	A CAR	Movement Combat	8" 1	L	
Support	1	Instinctive (1, 2) [T], Unstoppable [T], Untrained [T], Very Tough" [S]	Coursest	1	Critter (1) [L], Evasive [C], Passive [T], [A]	Swim (8)
Save CR	4+ 6"		CR	3"		
Stamina	2					
		EMPIRE CORE 40			EMPIRE CORE	Cost 5
Jalook H	[atcl)	ling Bec	<sup>st</sup> Jarla Th	9e T1	rader	Elite Unique
Movement	8"	<b>a</b>	Movement	6"		
Combat	1		Combat	5		
Support	1	Critter (1) [L], Evasive [C], Passive [T], Swim (8)	Support	0	Beast Handler (2) [L], Commander (4) []	[_],
Save	_	[A]	Save	3+	Favoured Allies (Casanii) [T], Instinctiz [T], Proud [T], Trainer (4, Retinue(Jarla Trader)) [T], Unstoppable [T], Very To	1 The
CR	3"		CR	4"		
			Stamina	3		
		EMPIRE CORE 5	<b>L</b>		EMPIRE CORE	Cost 50

JAVON K( "Gerova Coun	)t <sub>1</sub> ))A cíllor"		Civilian Unique	Jomdi			Civilian Unique
Novement	6"			Movement	6"		
Combat	1	TR		Combat	1		
Support	1	Coward [T], Influential (3) [S], Untrai	иед [Т]	Support	1	Creator (2, Jomdi) [T], Refuel <sup>.</sup> (3) [A]	
Save	6+			Save	6+		
CR	3"			CR	6"		
				Stamina	2		
		EMPIRE CORE	Cost 20	<b>N</b>		EMPIRE CORE	Cost 30
Ковгинс	1		Beast	KOl "Small and	miləly .	synoying"	Beast
Movement	10"			Movement	8"		
Combat	2			Combat	1		
Support	0	Instinctive (0, 1) [T]		Support	1	Critter (1) [L], Evasive [C], Passive [T]	
Save	5+			Save	—		
CR	6"			CR	3"		
		EMPIRE CORE	Cost 10	<b>O</b>		EMPIRE CORE	Cost 5

LADN Ilv "Terak Counc		drah Telir	Civilian Unique	Light Co "Born to the	ava[ry *^>>>	)		Troop
Movement	6"	<u></u>		Movement	10"			
Combat	1			Combat	3			
Support	1	Coward [T], Influential (3) [S], Untra	ined [T]	Support	1		A SECTO	
Save	6+			Save	5+			
CR	3"			CR	6"			
				Мо <i>v</i> е 10"	к <i>д</i> е 4"	cs 3	Spear Light Weapon	
		EMPIRE CORE	Cost 20	<b>N</b>		EMP	IRE CORE	Cost 20
Jiara		ı of the Amethyst	Civilian Unique	Martai1 "Purveyor of				Elite Unique
"Enipel Council Movement	6"	Ŷ		Movement	6"			
Combat	1			Combat	1			
Support	1	Coward (T), Influential (3) (S), Untra	iney [T]	Support	0	Coward ['	T], Proud [T]	
Save	6+	Contro [1], influential () [0], Chira	1100 [1]	Save	5+			
CR	3"			CR	6"			
<b>N</b>		EMPIRE CORE	Cost 20			EMP	IRE CORE	Cost -10

Mekkalo	ook	Мес	chanical	Mekkalc	ora	Ν	лесbanical
		le and explosive!"					
Movement	6"			Movement	6"		
Combat	1			Combat	1		
Support	1	Fuel [T], Gasmask [T], Loyalty (Jomdi) [T],		Support	1	Fuel [T], Gasmask [T], Overdrive <sup>•</sup> [C], S	print <sup>•</sup> (4)
Save	6+	Overdrive* [C], Sprint* (4) [A], Unstable (6) Untrained [T], Vent* [A]	)[T],	Save	6+	[A], Unstable (0) [T], Untrained [T], Ven	it* [A]
CR	Ο"			CR	O"		
Stamina	3			Stamina	3		
			ost D			EMPIRE CORE	Cost O
Militia "The local mili	ítía are .	an invaluable resource!"	Troop	Militia ( "In defense of	Capt our por	ain nes!"	Elite
Movement	6"	an State and		Movement	6"	4102 100	
Combat	2			Combat	3	T	
Support	1	Defender [S]		Support	2	Captain (8) [L], Combat Discipline <sup>•</sup> [C], C	Combat
Save	5+			Save	5+	Trained (2) [C], Coordinated Strike <sup>•</sup> [A], 1 [S]	Dețender
CR	6"			CR	6"		
				Stamina	1		
			ost O			EMPIRE CORE	Cost 50

Militia S	Serge	eant	Elite	Mounte	ed He	rder Falconer	Troop
Movement	6"			Movement	10"		
Combat	3	1.		Combat	2		
Support	2	Captain (4) [L], Combat Trained (2) [C]	l,	Support	1	Falconer (1) [T], Whistle [T]	
Save	5+	Coordinated Strike <sup>*</sup> [A], Defender [S]		Save	5+		
CR	6"			CR	6"		
Stamina	1						
				Move 10"	Rge 10"	CS Hunting Garo 2 Bushwack, Death From Above Weapon	, Light
		EMPIRE CORE	Cost 30			EMPIRECORE	Cost 25
Mounte	d Jei	ıta	Civilian	M0UNte "In defense of		litia Captain	Elite
Movement	10"	1		Movement	10"		
Combat	2			Combat	3		
Support	1	Beast Handler (1) [L]		Support	2	Captain (8) [L], Combat Discipline* [C], Ca	mbat
Save	5+			Save	5+	Trained (2) [C], Coordinated Strike* [A], D [S]	efenoer
CR	2"			CR	6"		
				Stamina	1		
		EMPIRE CORE	Cost 20				Cost 50

M0ИИte <sup>"In defense of</sup>			rgeant	Elite	Mounte "The Reyar			леситлеу" Д	Elite
Movement	10"				Movement	10"		and the second s	
Combat	3				Combat	3			
Support	2	Captain (	4) [L], Combat Traine ted Strike* [A], Defende	ð (2) [C],	Support	1	Captain (	6) [L], Concentrated Fire* [A]	
Save	5+	Cooronna	eo sunke [A], Defenor	cr [3]	Save	5+			
CR	6"				CR	6"			
Stamina	1				Stamina	1			
					мо <i>v</i> е 3"	Rge 18"	CS 2	Staff Sling Accurate, Quick Shot*	
<b>NAME</b>		EMP	IRE CORE	Cost 40			EMP	IRE CORE	Cost 50
Mounte	ed Re	yad Fal	coner	Elite	M0UNte "Everything is			t price!"	Civilian
Movement	10"				Movement	10"			
Combat	2		R		Combat	1			
Support	1	Captain (	4) [L], Falconer (2) [T],	, whistle [T]	Support	0	Beast Ha	ndler (2) [L]	
Save	5+				Save	5+			
CR	6"				CR	6"			
Manua	Der		Hunding One						
Мо <i>v</i> е 10"	Rge 10"	CS 2	Hunting Garo Bushwack, Death F1 Weapon	rom Above, Light					
<b>N</b>		EMP	IRE CORE	Cost 40	<b>Rep</b>		EMP	IRE CORE	Cost 30

MUILOV ( "Adventurer."	of G	ethlir	Тгоор Unique	MUV <b>İ</b> "Inseparable f	rom D	anakan"	Civilian Unique
Movement	6"	P Oft		Movement	6"		
Combat	1	A A A A		Combat	1		
Support	1	Untrained [T]		Support	0	Loyalty (Danakan) [T]	
Save	6+			Save	6+		
CR	2"			CR	3"		
		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost O
MUSHVO		FAVMEV ing the noxious fungi"	Civilian	Naliks			Beast
Movement	6"			Movement	6"		
Combat	1	1.		Combat	1		
Support	1	Gasmask [T], Untrained [T]		Support	0	Instinctive (0, 1) [T], Pack (0) [L], Un	trained [T]
Save	6+			Save	6+		
CR	O"			CR	2"		
		EMPIRE CORE	Cost 5	1. <b>E</b>		EMPIRE CORE	Cost 10

Olba			Beast	Opber il	l Cov	isorda	Civilian Unique
Movement Combat Support	4" 1 1	Critter (1) [L], Evasive [C], Passive [T], 5	Swim (8)	Movement Combat Support	6" 1 1	Coward [T], Influential (3) [S], Untrain	ed [T]
Save CR		[A]		Save CR	6+ 3"		
		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 20
Pagefour "Small and		annoy(nz"	Beast	Pagefour "A vícious str			Beast
Movement	8"	Ĉ		Movement	12"	C	
Combat	1			Combat	6		
Support	1	Critter (1) [L], Evasive [C], Passive [T]		Support	0	Aggressive (3) [T], Agility [T], Ambush (10) [L], Dodge <sup>*</sup> [C], Evasive [C], Instin	[S], Critter
Save	_			Save	3+	[13] [L], Douge [C], Ecusive [C], Instin [T], Lunge (3) [C], Powerful [C], Proud [ Tough" [S], Wild Animal [T]	T], Very
CR	3"			CR	9"		
				Stamina	5		
		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 150

Plort			Beast	POLGIN		Beas
Movement	3"	9		"Passíve-azzr Movement	ressíve n 4"	raddling annoyances"
Combat	1	(A)		Combat	1	
Support	1	Critter (1) [L], Evasive [C], Passive [	F], Swim (6)	Support	0	Critter (1) [L], Evasive [C], Passive [T], Scatter!
Save	5+	[A]		Save	_	(Critter, 1) [C], Swim (4) [A]
CR	3"			CR	6"	
		EMPIRE CORE	Cost 5			EMPIRE CORE Cost 10 for 3
Rahkirii	Ola	nore	Civilian Unique	Ratihka "Small and	milələ	Beas
Movement	6"			Movement	6"	Je
Combat	1	1.		Combat	1	A Charles
Support	0	Engineer (1) [L], Commander (2) [L], C	Contraption	Support	1	Critter (1) [L], Evasive [C], Passive [T], Swim (8)
Save	5+	(1) [S], Master [3] [T], Protected (3) [T], Resourcefu[* (2) [S], Venerated [T]	. Ргоид [T],	Save	_	[A]
CR	6"			CR	3"	
Stamina	1					
		EMPIRE CORE	Cost 50			EMPIRE CORE 5

Remad			Elite	Rugahna	я	Be	east
"The Reyard .	are uner	ríng ín their accuracy"		Ŭ			
Movement	6"			Movement	6"	a man	
Combat	3			Combat	1		
Support	1	Captain (6) [L], Concentrated Fire* [A]		Support	1	Critter (1) [L], Evasive [C], Passive [T], Swim (8	8)
Save	5+			Save	_	[A]	
CR	6"			CR	3"		
Stamina	1						
моче З"	Rge 18"	CS Staff Sling 2 Accurate, Quick Shot*					
		EMPIRE CORE	Cost 40	<b>Receive</b>		EMPIRE CORE 5	
Scurry			Beast	Slaimor		Be	east
Movement	8"			Movement	6"		
Combat	1			Combat	2		
Support	1	Critter (1) [L], Evasive [C], Passive [T],	Ranger [T]	Support	1	Gasmask [T], Instinctive (0, 1) [T], Persistent [	T],
Save	—			Save	5+	Safety Valve (1) [T], Vent* [A]	
CR	3"			CR	3"		
				Stamina	1		
		EMPIRE CORE	Cost 5			EMPIRE CORE 20	

Slaimor	Heri	)er	Тгоор	slaimor	Jenta	1	Beast
Movement	6"			Movement	8"		
Combat	2			Combat	1		
Support	1	Beast Handler (2) [L], Gasmask [T], I	Prod (1, 3) [A]	Support	1	Gasmask [T], Persistent [T], Safety Valve (1)	)[T],
Save	5+			Save	6+	Vent* [A]	
CR	6"			CR	3"		
				Stamina	1		
		EMPIRE CORE	Cost 15	<b>E</b>		EMPIRE CORE 15	
Slinger "Drown from	n the m	pst experienced of herders"	Тгоор	TarGre	е		Object
n Movement	6"			Movement	4"	P ()	
Combat	1	A CONTRACTOR		Combat	1	Contraction of the second	
Support	1			Support	1	Loyalty (Noble) [T]	
Save	6+			Save	6+		
CR	6"			CR	1"		
моте 3"	к <i>д</i> е 18"	CS Staff Sling 2					
<b>1</b>		EMPIRE CORE	Cost 15	<b>1</b>		EMPIRE CORE 5	

Tarhoee	ท	Вел	<sup>st</sup> Terali P	Porog	al	Beast
Movement	10"	Factor of	Movement	6"	A A	
Combat	4		Combat	5	at the	
Support	0	Always On The Move (6) [T], Flying [T], Grab	Support	1	Instinctive (2, 2) [T], Proud [T], Unstop	pable [T],
Save	4+	Always On The Move (6) [T], Flying [T], Grab [A], Instinctive (0, 2) [T], Overflight [C], Vehicle (1) [T], Very Tough <sup>,</sup> [S]	Save	3+	Very Tough [S]	
CR	12"		CR	6"		
Stamina	1		Stamina	3		
		EMPIRE CORE 60			EMPIRE CORE	Cost 60
T0kki "Small and	(5)	Bea	<sup>st</sup> Toku			Beast
Movement	8"	<u> </u>	Movement	8"		
Combat	1	K	Combat	2	turk Office	
Support	1	Critter (1) [L], Evasive [C], Passive [T]	Support	1	Instinctive (0, 1) [T], Untrained [T]	
Save	—		Save	5+		
CR	3"		CR	6"		
		EMPIRE CORE 5			EMPIRE CORE	Cost 10

TOlOVAN "A popular ch Loren"		the most renonmed stables of Gar	Beast	TOV el A "Grand Land	MAVII ak of Eni	M prl"	Civilian Unique
Movement	10"			Movement	8"	A T	
Combat	2	Ren		Combat	2		
Support	0	Instinctive (0, 1) [T]		Support	1	Coward [T], Influential (3) [S], Proud [T],	, Very
Save	5+			Save	4+	Tough <sup>•</sup> [S]	
CR	6"			CR	6"		
				Stamina	1		
		EMPIRE CORE	Cost 10			EMPIRE CORE	Cost 50
Trader			Civilian	Trader	Jenta		Civilian
Movement	6"	e for the visht price!"		Movement	6"		
Combat	1			Combat	1	VTA	
Support	0	Beast Handler (2) [L]		Support	0	Beast Handler (1) [L]	
Save	5+			Save	5+		
CR	6"			CR	6"		
		EMPIRE CORE	Cost 20	<b>N</b>		EMPIRE CORE	Cost 15

Trepain			Beast	Trila			Beast
Movement	6"			Movement	4"		
Combat	4			Combat	1		
Support	0	Instinctive (0, 2) [T], Very Tough (S	]	Support	0	Critter (1) [L], Evasive [C], Passive [T]	
Save	3+			Save	6+		
CR	6"			CR	1"		
Stamina	1						
<b>LEE</b>		EMPIRE CORE	Cost 40	<b>Let</b>		EMPIRE CORE	Cost 5
Ulsino P	el		Civilian Unique	Urchin			Civilian
Movement	6"	L		Movement	6"		
Combat	1			Combat	1		
Support	1	Coward [T], Influential (3) [S], Untrai	ined [T]	Support	1	Beast Handler (1) [L], Evasive [C]	
Save	6+	· · · ·		Save	6+		
CR	3"			CR	3"		
				моте 6"	Rge 6"	CS Throw Stones 2	
<b>NAME</b>		EMPIRE CORE	Cost 25	<b>Re</b>		EMPIRE CORE	Cost 5

Urchin (	Gan	g Leader	Civilian	Urchin	Pet		Beast
Movement	6"			Movement	10"		
Combat	1			Combat	1		
Support	1	Beast Handler (1) [L], Evasive [C], Ga	nng (2) [L],	Support	1	Evasive [C]	
Save	6+	Trainer (3, Gang(1)) [T]		Save	6+		
CR	3"			CR	2"		
Move 6"	к <i>д</i> е 6"	CS Throw Stones 2					
	-	EMPIRE CORE	Cost 10			EMPIRE CORE	Cost 5
UVSON A "Assístant to			Civilian Unique	Vareen			Beast
Movement	6"			Movement	6"	×	
Combat	1			Combat	1	2. Simon	
Support	1	Assistant [T], Untrained [T]		Support	0	Instinctive (0, 1) [T], Pack (0) [L], Unt	trained [T]
Save	6+			Save	6+		
CR	2"			CR	2"		
		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 10

Vorall Ji	иісе	Bar	Beast	Wafter			Troop
"Carrying the	fínest ju	ices in Gar Loren"					
Movement	6"			Movement	6"		
Combat	4			Combat	2		
Support	0	Instinctive (1, 2) (T), Juicebar (T), Pers	istent [T],	Support	1	Fan (3, 2) [A]	
Save	2+	Powerful [C], Untrained [T]		Save	5+		
CR	2"			CR	6"		
			Cost				Cost
		EMPIRE CORE	30			EMPIRE CORE	15
YOUNG ( "Making new		wherever he goes"	Civilian Unique	Zhontai "Distinguishe	n al > cntrep	Griba reneur and juice vendor"	Elite Unique
Movement	6"	2		Movement	6"		
Combat	1			Combat	1		
Support	0	Beast Handler (1) [L], Travelling Biolog	gist (1) [T]	Support	0	Beast Handler (2) [L], Coward [T], I	Proud [T]
Save	6+			Save	5+		
CR	2"			CR	6"		
		EMPIRE CORE	Cost 10			EMPIRE CORE	Cost -10

## Empire - Engu

Cren Bla "The Shipbuik		Elite Unique	Dohra 7	Гаріін	l U	Elite nique
Movement	6"		Movement	6"		
Combat	3		Combat	4		
Support	1	Captain (6) [L], Combat Discipline <sup>•</sup> [C], Combat	Support	1	Combat Discipline <sup>*</sup> [C], Combat Trained (1) [C	C],
Save	4+	Trained (2) [C], Influential (1) [S], Inspire [T], Powerful [C], Sea Legs [T], Shipwright [A], Very Tough* [S]	Save	4+	Commander (4) [L], Influential (1) [S], Powerfi Proud [T], Sea Legs [T]	иl [C]
CR	6"		CR	6"		
Stamina	2		Stamina	1		
1		EMPIRE ENGU Cost 75			EMPIRE ENGU 75	
Elroga		Beast	Dright A		and powerful axes"	Γrοομ
Movement	3"	S.HT	Movement	6"		
Combat	1		Combat	2		
Support	0	Good Fortune <sup>•</sup> [S], Swim (9) [A], Terrain (1, Shallow	Support	1	Powerful [C], Sea Legs [T]	
Save	5+	Water) [T]	Save	4+		
CR	6"		CR	6"		
Stamina	1					
		EMPIRE ENGU <sup>Cost</sup> 15	<b>NOT</b>		EMPIRE ENGU	

Епди Со	оинсі	llor	Civilian Elite	ЕИДИ D "Some Kapa		rate the young	Oraals"	Тгоор
Movement	6"			Movement	6"	, , , , ,		
Combat	4			Combat	2			
Support	1	Combat Discipline <sup>•</sup> [C], Combat Train Commander (4) [L], Influential (1) [S],	иед (1) [C], Douwrful (C)	Support	1	Sea Legs []		
Save	4+	Proud [T], Sea Legs [T]	rowerfut (CJ,	Save	4+			
CR	6"			CR	6"			
Stamina	1							
		EMPIRE ENGU	Cost 75			EMPI	RE ENGU	Cost 10
ЕИДИ Ge "The most loy		] .Kapa's crew"	Elite	ENGU H "Hold it steat		011 <sup>I</sup> can skenver ty	ís beast!"	Тгоор
Movement	6"			Movement	6"			,
Combat	3	X		Combat	2			
Support	1	Captain (4) [L], Combat Discipline* [C Trained (2) [C], Loyalty, (Elite) [T], Poi	C], Combat	Support	1	Powerful [	C], Sea Legs [T]	
Save	4+	Sea Legs [T]	iver fut (C),	Save	4+			
CR	6"			CR	6"			
Stamina	1							
				мо <i>v</i> е 3"	Rge 9"	CS 2	Harpoon Accurate, Powerful	
		EMPIRE ENGU	Cost 40			EMPI	re engu	Cost 25

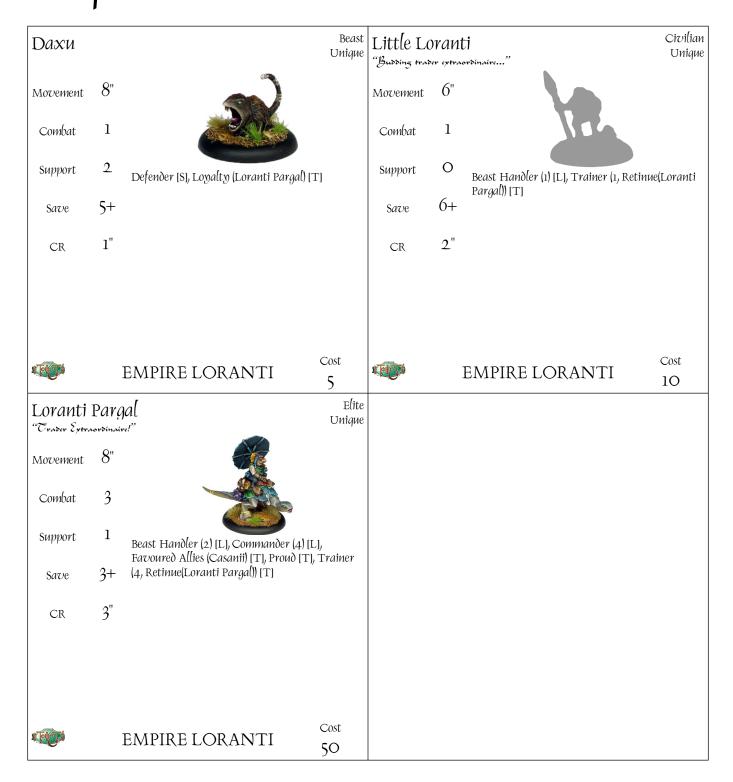
Епди Ка			Elite	Engu O	ar		Troop
"It was so be	age ít nea	rly swallowed our boat!"		Ŭ			
Movement	6"			Movement	6"		
Combat	4	1.2		Combat	2		
Support	1	Captain (6) [L], Combat Discipline* [C		Support	1	Pitch (1) [C], Sea Legs [T]	
Save	4+	Trained (2) [C], Powerful [C], Sea Leg	IS [1]	Save	4+		
CR	6"			CR	6"		
Stamina	2						
		EMPIRE ENGU	Cost 75			EMPIRE ENGU	Cost 15
Keeva a	ng A	ukran	Elite		ing A	ukran (Early	Civilian Elite
			Unique	Days)			Unique
Movement	10"			Movement	10"		
Combat	3			Combat	3		
Support	1	Charge (1) [A], Combat Trained (2) [C Allies (Tahela) [T], Pack (2) [L], Pack F	C], Favoured Hunter [C],	Support	1	Charge (1) [A], Combat Trained (1) [C	], Solo [T],
Save	4+	Swim (5) [A]		Save	4+	Swim (5) [A]	
CR	6"			CR	6"		
Move	Rge	CS Sling			Ð		
5"	8"	2 Accurate		Move 5"	Rge 8"	CS Sling 2 <sup>Accurate</sup>	
		EMPIRE ENGU	Cost 30			EMPIRE ENGU	Cost 30

Tabela "No beast is .	as loyal	as a Tahsla to its master"	Tabela "Expertly train	Jenta neò from	an early age"	Beast
Movement	10"		Movement	10"		
Combat	3		Combat	2		
Support	1	Charge (1) [A], Combat Trained (1) [C], Loyalty	Support	1	Charge (1) [A], Loyalty (Elite) [T], Swim (5) [A]	
Save	4+	(Elite) [T], Swim (5) [A]	Save	5+		
CR	6"		CR	6"		
		EMPIRE ENGU Cost 30			EMPIRE ENGU <sup>Cost</sup> 15	

Captain "I connot stor		1011/AV ið match the slaughter!"	Elite Unique	Captain "The bravest o	l Of R Defense	elan vs of the North!"	Elite
Movement	8"			Movement	8"		
Combat	4	à		Combat	4		
Support	2	Assassinate" [A], Captain (8) [L], Char	ge (1) [A],	Support	2	Assassinate" [A], Captain (8) [L], Ch	
Save	3+	Combat Discipline* [C], Combat Train Momentum [S], Powerful Charge [T]	ied (2) [C],	Save	3+	Combat Discipline <sup>•</sup> [C], Combat Tra Powerful Charge [T]	สัทยง (2) [C],
CR	6"			CR	6"		
Stamina	3			Stamina	2		
1 MODE		EMPIRE KNIGHTS	Cost 150			EMPIRE KNIGHTS	Cost 100
KN <b>ight</b> "Mounted ate	p the stu	ardy cnuk"	Troop			AIN zaínst the devanu"	Elite
Movement	10"	æ 💉		Movement	10"		
Combat	3	<u>A</u>		Combat	4		
Support	1	Combat Trained (2) [C]		Support	2	Captain (8) [L], Combat Discipline*	[C], Combat
Save	4+			Save	4+	Trained (2) [C], Coordinated Strike*	[A]
CR	6"			CR	6"		
				Stamina	2		
A LACKED		EMPIRE KNIGHTS	Cost			EMPIRE KNIGHTS	Cost

Knight ( "The most her	COM •oíc of t	MANDE7 he Emperor's knights"	Elite	I KIIGHU U		[an all enak breeds"	Тгоор
Movement	10"	C? TR		Movement	8"		
Combat	4			Combat	3		
Support	2	Captain (8) [L], Combat Discipline Trained (2) [C], Commander (4) [L	• [C], Combat	Support	1	Charge (1) [A], Combat Trained (2 Charge [T]	.) [C], Powerful
Save	4+	Strike <sup>*</sup> [A], Inspire [T]	j, Cooronateo	Save	3+		
CR	6"			CR	6"		
Stamina	2						
		EMPIRE KNIGHTS	Cost 125			EMPIRE KNIGHTS	Cost 40
Riverkn "Protecting th		• travel the vivers"	Тгоор	RIVEVKN "Proud ríders		Captain <sup>virok</sup> "	Elite
Movement	8"			Movement	8"		
Combat	3			Combat	4	×.	
Support	1	Combat Trained (1) [C], Swim (8) [A	A]	Support	1	Captain (6) [L], Combat Disciplin Trained (1) [C], Coordinated Strike	e* [C], Combat
Save	4+			Save	4+	[A]	e [A], Swim (0)
CR	6"			CR	12"		
				Stamina	2		
		EMPIRE KNIGHTS	Cost 20			EMPIRE KNIGHTS	Cost 80

Empire - Loranti



Empire - Noble

Alideku	uch Sace	not ðeter íts onmers"	Elite Object	Balena			Civilian Unique
Movement	4"		Unique	Movement	10"	1	
Combat	1			Combat	3		
Support	0	Critical [T], Proud [T], Unwieldy [T]	, Vent* [A]	Support	1	Confuse <sup>•</sup> [A], Master Beast Handler (2)	[L],
Save	6+			Save	4+	Transport (1) [A]	
CR	1"			CR	9"		
				Stamina	1		
		EMPIRE NOBLE	Cost -30			EMPIRE NOBLE	Cost 25
Contessa	а дан	<sup>,</sup> Juletta	Elite Unique	Domesti	icated	) Golobaali	Beast
Movement	6"	Â.		Movement	8"		
Combat	1			Combat	3		
Support	1	Beast Handler (1) [L], Commander (2	)[L],	Support	1	Instinctive (1, 1) [T], Obstructing [T], Th	ransport (1)
Save	5+	Influential (2) [S], Proud [T], Travell (2) [T]	ing Biologist	Save	4+	[A], Untrained [T], Vehicle (1) [T]	
CR	6"			CR	9"		
		EMPIRE NOBLE	Cost 25	<b>Rep</b>		EMPIRE NOBLE	Cost 10

Elakan				Civilian Unique	Guard (	Capt	AİN nð on our lorð!"	Elite
			A		"tNone shall l	lay a hai	nd on our lord!"	
Movement	6"		- Le		Movement	6"		
Combat	1				Combat	3		
Support	1		ndler (1) [L], Loyalty (Balend	a) [T], Rider	Support	2	Captain (6) [L], Charge (1) [A], Combat I	Discipline*
Save	6+	[T]			Save	5+	[C], Combat Trained (2) [C], Defensive	Stance [T]
CR	6"				CR	6"		
					Stamina	1		
моче 6"	Rge 10"	CS 2	Hunting Garo Bushwack, Death From A Weapon	above, Light				
		EMPI	RE NOBLE	Cost 15			EMPIRE NOBLE	Cost 50
GUAVD ( "Wielding the f			" sws	Тгоор	Huntin	g Ga	ro	Beast
Movement	6"				Movement	10"	~	
Combat	1				Combat	1		
Support	1				Support	1	Evasive (C), Flying (T), Untrained (T)	
Save	5+				Save	_		
CR	6"				CR	1"		
Моте	Rge	CS	Crossbow					
1"	12"	2	Accurate, Powerful					
1000 A		EMPI	RE NOBLE	Cost 20			EMPIRE NOBLE	Cost 5

Ітретіа "Арргонед бу	[ Sta1 +he Emp	NDAVD eror himself!"	Elite	LUON DI		l <b>j</b> El: r getting into trouble" Uniq	
Movement	6"	12		Movement	6"		
Combat	1			Combat	1		
Support	1	Persistent [T], Standard [T], Trainer (2 Retinue(Imperial Standard)) [T]	<u>2</u> ,	Support	1	Beast Handler (1) [L], Commander (1) [L], Coward [T], Loyalty (Contessa dar Juletta) [T], Proud [T]	)
Save	5+	Retinue(imperial standard)) [1]		Save	6+	[1], Loyally Contessa oar Juletta [1], Proud [1]	
CR	9"			CR	6"		
		EMPIRE NOBLE	Cost 20	<b>N</b>		EMPIRE NOBLE O	
Lady Ko	vera	a Jolir	Civilian Unique			rder Falconer's <sup>Bec</sup>	ist
Movement	6"			"Expertly trais	ned by th	r (Moeraasii falconers" Seeraasii falconers	
Combat	1	A T		Movement	10"		
	1	X		Combat	1	A CONTRACTOR	
Support	1 6+	Coward [T], Influential (3) [S], Untrain	иед [T]	Support	2	Evasive [C], Flying [T], Loyalty (Mounted Herd Falconer) [T], Proud [T], Untrained [T]	ier
Save				Save	_		
CR	3"			CR	1"		
		EMPIRE NOBLE	Cost 25	<b>N</b>		EMPIRE NOBLE O	

Mounte Huntin		yad Falconer's ro	Beast	Noble			Civilian
		e Moeraasii falconers"		"How dare 1	they encre	pach on our cities?"	
Movement	,			Movement	6"		
Combat	1			Combat	1		
Support	2	Evasive (C), Flying (T), Loyalty (1	Mounted Revad	Support	0	Commander (2) [L], Coward [T], P	roud [T]
Save	_	Falconer's Hunting Garo) [T], Pro Untrained [T]	ид [T],	Save	6+		
CR	$1^{"}$			CR	3"		
K.		EMPIRE NOBLE	Cost O			EMPIRE NOBLE	Cost 10
Noble G			Troop	Pet Opc	abr		Beast
"The best gua	rðs that	money can buy!"					
Movement	6"	-		Movement	8"		
Combat	2		1	Combat	2		
Support	1	Charge (1) [A], Combat Trained (1)	[C], Defensive	Support	1	Charge (1) [A], Critter (1) [L], Evas	ive [C], Loyalty
Save	5+	Stance [T]		Save	5+	(Lady Aleksahn) [T]	
CR	6"			CR	6"		
		EMPIRE NOBLE	Cost 20			EMPIRE NOBLE	Cost 10

PreePree			Elite Object	Samine i		perasii	Elite Unique
"Extremely ray Movement	re and v. 4"	shiable	Unique	"The falconer" Movement	6"	and the second	
Combat	1			Combat	1		
Support	0	Proud [T], Unwieldy [T]		Support	1	Commander (4) [L], Falconer (2) [T], Pr	оид [Т]
Save	6+			Save	6+		
CR	1"			CR	6"		
		EMPIRE NOBLE	Cost -20			EMPIRE NOBLE	Cost 10
Samine's	s НИ	nting Garo e Moeraasii fakomers"	Beast	Standard		IVEV ours of their lovo!"	Troop
, , , , , , , , , , , , , , , , , , ,	10"			Movement	6"		
Combat	1	1.		Combat	1		
Support	2	Evasive (C), Flying (T), Loyalty (Sami	ne il	Support	1	Standard [T]	
Save	—	Moerasii) [T], Untrained [T]		Save	5+		
CR	1"			CR	9"		
		EMPIRE NOBLE	Cost O	<b>LEO</b>		EMPIRE NOBLE	Cost 20

Toloran "Only the we		)V an afford the Toloran"	Тгоор			r Captain <sup>E</sup> ave and noble mounts"	lite
Movement	10"	dias-		Movement	10"		
Combat	3			Combat	4		
Support	1	Charge (1) [A], Combat Trained (1) [C]		Support	2	Captain (6) [L], Combat Discipline* [C], Combat	5
Save	4+			Save	4+	Trained (2) [C], Coordinated Strike* [A]	
CR	6"			CR	6"		
				Stamina	2		
		EMPIRE NOBLE	Cost 30			EMPIRE NOBLE Cost 100	

Empire - Orel

Preed's (	Grak	RU Beast	Graku			Beast
"Vícíous but exc	eptíonal	lly loyal?"	"Vícíous but ex	rceptional	ly loyal!"	
Movement	8"		Movement	8"		
Combat	2		Combat	2		
Support	1	Loyalty (Preed) [T], Pack Hunter [C], Ranger [T]	Support	1	Pack Hunter [C], Ranger [T]	
Save	5+		Save	5+		
CR	3"		CR	3"		
		EMPIRE OREL	<b>S OLON</b>		EMPIRE OREL	Cost
		EIVITINE OREL 15				15
HUNTEr "Making a liv	ving hu	Elite			vrsome but unpredictable!"	Elit
Movement	6"		Movement	8"		
Combat	3		Combat	5	ALC: NO	
Support	2	Beast Handler (4) [L], Combat Trained (2) [C],	Support	1	Aggressive (3) [T], Captain (6) [L], Co	mbat
Save	5+	Confuse* [A], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Solo [T]	Save	3+	Discipline <sup>*</sup> [C], Combat Trained (2) [ Commander (4) [L], Graku Master [ [C], Powerful [C]	
CR	6"		CR	6"		
Stamina	2		Stamina	2		
<b>N</b>		EMPIRE ORELCost30			EMPIRE OREL	Cost 125

Orel Kn "As harsh as		s they protect"	Тгоор	Orel Kn "We shall defe		Captain	Elite
Movement	10"	A Star		Movement	10"		
Combat	3			Combat	4	25	
Support	1	Beast Handler (1) [L], Combat Trained (	(1) [C], Pack	Support	1	Captain (6) [L], Combat Discipline* [G	
Save	4+	Hunter [C]		Save	4+	Trained (2) [C], Coordinated Strike* [ Master [T]	AJ, Graru
CR	3"			CR	6"		
				Stamina	2		
1. The second se		EMPIRE OREL	Cost 25	<b>N</b>		EMPIRE OREL	Cost 100
Orel M "Rarely seen		théir loyal graku"	Troop	Ovel M "Masters of (	ilitia Iubarni	Captain í anð graku alíke"	Elite
Movement	6"			Movement	6"	a como	
Combat	2			Combat	3		
Support	1	Defender [S]		Support	1	Captain (6) [L], Combat Discipline <sup>•</sup> (6	C], Combat
Save	5+			Save	5+	Trained (2) [C], Coordinated Strike* [ Master [T]	A], Graku
CR	6"			CR	6"		
				Stamina	1		
1		EMPIRE OREL	Cost 10	1		EMPIRE OREL	Cost 45

Empire - Riverfolk Alora Handler Civilian Gorbi Beast "Expert trainers of families of alora" 6" 4" Movement Movement 1 Ο Combat Combat 1 1 Support Support Alora Handler (1) [L], Favoured Allies (Alora) [T], Loyalty (Riverfolk) [T], Swim (6) [A] Untrained [T], Whistle [T] 6+ 5+ Save Save 6" 6" CR CR Cost Cost 1 DO EMPIRE RIVERFOLK EMPIRE RIVERFOLK 1 61 5 5 Beast Beast Holdorna Inirok 8" 4" Movement Movement Ο 2 Combat Combat 1 0 Support Support Loyalty (Riverfolk) [T], Swim (6) [A] Instinctive (0, 1) [T], Swim (10) [A] 5+ 5+ Save Save 6" 6" CR CR Cost Cost 1 MODE EMPIRE RIVERFOLK EMPIRE RIVERFOLK 5 15

LOVD De "Master of th		TI	vilian Inique	Phoph C	reva	in	Elite Unique
Movement	6"			Movement	6"		
Combat	3			Combat	2		
Support	1	Combat Discipline <sup>•</sup> [C], Combat Trained (2) [ Commander (4) [L], Coward [T], Influential (	[C],	Support	2	Captain (6) [L], Combat Discipline* [C], C Trained (2) [C], Coordinated Strike* [A], L	
Save	5+	Proud [T], Sea Legs [T]	3/ [S] <sub>/</sub>	Save	5+	[C], Sea Legs [T], Slaver (2) [T], Trainer ( Legs) [T], Well-Travelled [T]	6, Sea
CR	6"			CR	12"		
Stamina	1			Stamina	2		
	Е	MPIRE RIVERFOLK 6C			E		Cost 70
RIVEV C "River critters		V s zorbí or holdorna''	Beast	Riverfol "Ensnaring att	k B0	AS casts or raíders"	Тгоор
Movement	4"			Movement	6"		
Combat	0	CHAR P		Combat	2		
Support	1	Loyalty (Riverfolk) [T], Swim (6) [A]		Support	1	Sea Legs [T]	
Save	5+			Save	5+		
CR	6"			CR	6"		
				Move 1"	Rge 9"	CS Bolas 3 Entangle (1)	
	Е	MPIRE RIVERFOLK 5	t	<b>NAME</b>	Е	MPIRE RIVERFOLK	Cost 15

Riverfol	lk Ca	ptain Elit yalty in their evenus"	INCOMO	lk Cı	'CW ross the Empire''	Тгоор
Movement	6"		Movement	6"	voss the complete	
Combat	3		Combat	2		
Support	2	Captain (6) [L], Combat Discipline <sup>•</sup> [C], Combat	Support	1	Hook (2) [A], Sea Legs [T]	
Save	5+	Trained (2) [C), Coordinated Strike <sup>•</sup> [A), Sea Legs [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]	Save	5+		
CR	12"		CR	6"		
Stamina	2					
<b>NATION</b>	E	MPIRE RIVERFOLK 60		E	EMPIRE RIVERFOLK	Cost 10
Riverfol "Linding refu		st Mate be invasion of Engu"		lk K tchínz ky	)A[A] pala along the river"	Troop
Movement	6"		Movement	6"	<u> </u>	
Combat	3		Combat	2		
Support	1	Captain (2) [L], Combat Trained (1) [C], Favoured	Support	1	Sea Legs [T]	
Save	4+	Allies (Tabela) [T], Hook (2) [A], Pitch (2) [C], Powerful [C], Sea Legs [T], Well-Travelled [T]	Save	5+		
CR	12"		CR	6"		
			мо <i>v</i> е 3"	Rge 3"	CS Net 4 <sup>Entangle (4)</sup>	
	Е	MPIRE RIVERFOLK 40		E	EMPIRE RIVERFOLK	Cost 15

Riverfol "A common s	k Urchin izht, playinz amonz the boats"	Civilian	Urchin ( "Just messing	)N C( about or	pracle 1 the viver"	Civilian
Movement	6"		Movement	O"		
Combat	1		Combat	1		
Support	1 Beast Handler (1) [L], Sea Legs [T],	Untrained [T]	Support	1	Beast Handler (1) [L], Cumbersome [T], S	ea Legs
Save	6+		Save	6+	[T], Swim (4) [A], Untrained [T]	
CR	6"		CR	6"		
	EMPIRE RIVERFOLK	Cost 5		E	MPIRE RIVERFOLK	Cost 10



Chancel	lor I	Danakan	Civilian Unique	Terali B	oliga		Beast
Movement	6"	LA		Movement	6"		
Combat	1			Combat	2		
Support	0	Commander (2) [L], Favoured Allies (Delgon) [T],		Support	1	Charge (1) [A], Defender [S], Savage [C]	
Save	5+	Influential (3) [S], Protected (2) [T], P	roud [T]	Save	3+		
CR	6"			CR	1"		
		EMPIRE TERAL	Cost 20	1		EMPIRE TERAL	Cost 15
Terali C	Guar	6	Troop	Terali C	Guari	) Captain	Elite
Movement	6"			Movement	6"		
Combat	2	247		Combat	3	1.	
Support	1	Beast Handler (1) [L], Bodyguard [S],	Combat	Support	2	Beast Handler (1) [L], Bodyguard [S], Cap	otain (6)
Save	5+	Trained (1) [C], Initiative [S]		Save	5+	[L], Combat Discipline* [C], Combat Trained [C], Initiative [S]	
CR	6"			CR	6"		
				Stamina	1		
		EMPIRE TERAL	Cost 15	1.		EMPIRE TERAL	Cost 40

Terali C Kobruna		d Captain On Elite	Terali C	Guar	д Оп Ковгипа Elite
Movement	8"		Movement	8"	
Combat	3	Ren	Combat	3	
Support	1	Beast Handler (1) [L], Cadre (1) [L], Combat	Support	1	Beast Handler (1) [L], Cadre (1) [L], Combat Trained (1) [C], Initiative [S], Kin in Arms [T],
Save	3+	Trained (2) [C], Commander (1) [L], Coordinated Strike <sup>*</sup> [A], Initiative [S], Kin in Arms [T], Standard [T]	Save	3+	Standard [T]
CR	9"		CR	9"	
Stamina	1				
		EMPIRE TERAL Cost 50	<b>LOOP</b>		EMPIRE TERAL Cost 25
Terali S	editio				
Movement	6"				
Combat	1				
Support	1	Untrained [T]			
Save	6+				
CR	2"				
		EMPIRE TERAL Cost 5			

Item

Two cards per row

## Item

Balloon			Mechanical Object	Barge			Boat Object
Movement	8"			Movement Combat	Special		
Combat Support	_		Ę	Support	_		
Save CR	4+	Erratic (3) [T], Flying [T], Flyi Fuel [T], In The Air* [A], Obst Untrained [T], Vehicle (1) [T],	ructing [T],	Save CR	4+ _	Sturdy [T], Untrained [T], Very Tough	r [S]
Stamina	6			Stamina	3		
Move —	Rge O"	CS Bomb 3 Bombs Away!, Der Imprecise (2)	ath From Above,				
		ITEM	Cost			ITEM	Cost —
Cart			Object	Coracle			Boat Object
Movement Combat Support	Special 			Movement Combat Support	_		
Save	4+	Fuel [T], Cumbersome [T], Stu [T], Very Tough <sup>*</sup> [S]	urdy [T], Untrained	Save	5+	Cumbersome [T], Swim (4) [A], Untrain	1ed [T]
CR	_			CR			
Stamina	1						
		ITEM	Cost	<u> Ho</u> n		ITEM	Cost

Engineer	r's C	ottage	Object	Extra-la	arge	Balloon	Mechanical Object
Driginica Movement Combat Support Save CR Stamina	- - 2+ 10	Sturdy [T], Untrained [T], Very Tou		Novement Combat Support Save CR Stamina	8" - 4+ - 10	Erratic (5) [T], Flying [T], I [A], Fuel [T], In The Air* [ Untrained [T], Vehicle (2)	Elying Transport (14) A), Obstructing [T],
				Мо <i>v</i> е —	Rge O"	CS Bomb 3 Bombs Away!, Imprecise (2)	Death From Above,
		ITEM	Cost —			ITEM	Cost —
Fan			Contraption Object	Gushral	k		Contraption Mechanical Object
Movement	O"			Movement	3"		
Combat	3			Combat	2		
Support	?	Fan (3, 2) [A], Untrained [T]		Support	?	Overdrive <sup>.</sup> [C], Point Blar	ak [R]. Untrained [T].
Save	?	5,,		Save	?	Wide Spray <sup>*</sup> [R]	
CR	?			CR	?		
		ITEM	Cost —	<b>N</b>		ITEM	Cost

Large Ba	allooi	1	Mechanical Object	Large C	orac	le	Boat Object
Movement Combat Support Save CR Stamina	8" - 4+ - 8	Erratic (4) [T], Flying [T], Flying Tra Fuel [T], In The Air' [A], Obstructing Untrained [T], Vehicle (2) [T], Very 7	msport (6) [A], 9 [T],	Movement Combat Support	_ _ 4+ _	Cumbersome [T], Sturdy [T], Swim (4 Untrained [T]	
Move —	Rge O"	CS Bomb 3 Bombs Away!, Death Fro Imprecise (2)	m Above,				
		ITEM	Cost			ITEM	Cost
Light De	erak		Contraption Mechanical Object	Mechan	ical S	Sling	Contraption Mechanical Object
Movement	3"		,	Movement	Ο"		,
Combat	3			Combat	3		
Support	?	Point Blank [R], Untrained [T]		Support	?	Powerful [C], Untrained [T]	
Save	?			Save	?		
CR	?			CR	?		
<b>N</b>		ITEM	Cost —	<b>NO</b>		ITEM	Cost —

Net			Object	Net Fir	er		Contraption Object
Movement Combat Support Save CR	3" 2 ? ? ?	Entangle (4) [C], Fuel [T], Untrain		Novement Combat Support Save CR		Entangle (4) [C], Fuel [T], Untrained	Object
Ornithou Novement	mate 3"	ITEM a	Cost — Contraption Mechanical Object	Raft Novement	Special	ITEM	Cost — Boat Object
Combat Support Save CR Stamina	1 0 ? ? 6	Charge (0) [A], Fuel [T], Mighty Bl Overdrive <sup>•</sup> [C], Stamina Limit (3) [ [T]	ow [C], [T], Untrained	Combat Support Save CR Stamina	_ 4+ _ 3	Sturdy [T], Untrained [T], Very Tou	gbr [S]
		ITEM	Cost			ITEM	Cost

Small Bo	alloon	1	Contraption Mechanical Object	Steambo	oat		Boat Mechanical Object
Movement	8"	600		Movement Combat	Special	s. La	
Combat Support	_	A CALLER CONTRACTOR		Support	_		
Save	4+	Erratic (2) [T], Flying [T], Flying Tra Fuel [T], In The Air* [A], Obstructin	9[T],	Save	4+	Sturdy [T], Untrained [T], Very To	ugb* [S]
CR	_	Untrained [T], Vehicle [1] [T], Very '	1011917 [5]	CR	—		
Stamina	4			Stamina	3		
Мо <i>v</i> е —	Rge O"	CS Bomb 3 Bombs Away!, Death Fro Imprecise (2)	om Above,				
		ITEM	Cost —			ITEM	Cost —

Kedashi

Ono cards per row

Ker	)a	shí - Core					
Abrok "Oríven ínto	battle by	the honders"	Beast	Abrok Je "Small but su	enta uprísingl	y vícious"	Beast
Movement	8"	The second secon		Movement	8"		
Combat	3			Combat	1		
Support	1	Pack (1) [L], Transport (1) [A], Untrained [T	[]	Support	1	Aggressive (3) [T], Evasive [C], Flit [C]	], Pack (1) [L]
Save	5+			Save	6+	Untrained [T]	
CR	2"			CR	1"		
Akitiin I "Just maiting		KEDASHI CORE	Cost 15 Egg Object	Akitiin I "Tiny terrors	Hatc from th	KEDASHI CORE bling	Cost 15 for 2 Beas
Movement	_			Movement	6"		
Combat	_			Combat	1		
Support Save	- 6+	Hatch (Akitiin Hatchling) [S], Nest (5) [S],		Support	1	Pack (1) [L], Ranger [T]	
CR	2"	Untrained [T]		Save	6+		
				CR	1"		
<b>New</b>		KEDASHI CORE	Cost 5	<b>Kolon</b>		KEDASHI CORE	Cost 5

		b Carrier carry baskets of ishkarru bombs"	Beast	FVENU "Thought by	most to	re harmless beasts"	Beast Troop
Movement	6"			Movement	10"	L'AN	
Combat	4			Combat	1		
Support	0	Bomb Carrier [T], Instinctive (1, 3) [T],	, Persistent	Support	0	Evasive [C], Flying [T], Passive [T], Swif	ft [T],
Save	3+	[T], Untrained [T], Very Tough [S]		Save	—	Untrained [T], Weak [C]	
CR	1"			CR	1"		
Stamina	2						
		KEDASHI CORE	Cost 80			KEDASHI CORE 2	Cost 0 for 3
Grimbla "Unfailing terr		edashi All <u>n</u> )	Beast	Bea "Short taiko cousin of the Arzoran kelahn"			
Movement	8"			Movement	8"		
Combat	5			Combat	5		
Support	0	Crunch (3) [C], Indomitable [C], Might	y Blow [C],	Support	0	Aggressive (3) [T], Charge (2) [A], Impetu	ious [T],
Save	3+	Pathfinder (0) [S], Terror [T], Unstopp Very Powerful [C], Very Tough <sup>*</sup> [S], V [T]		Save	3+	Instinctive (3, 1) [T], Pounce (3) [C], Power Ranger [T], Very Tough* [S], Wild Anim	
CR	6"			CR	6"		
Stamina	3			Stamina	2		
		KEDASHI CORE	Cost 150			KEDASHI CORE	Cost 100

HUNTIN "Loyal and a			Beast	Ishkarru	Bov	nb	Object
Movement	6"			Movement	?		
Combat	3			Combat	?		
Support	1			Support	?		
Save	5+	Pack (1) [L], Ranger [T]		Save CR	? ?	Bomb [S], Untrained [T]	
	2			CR	2		
CR	1"						
моvе 6"	Rge blast	CS Spit Acid 3 Point Blank, Stun					
		KEDASHI CORE	Cost 20			KEDASHI CORE	Cost —
KAOPI "Soaring over	• the swa	rms of smaller frenu"	Elite	Kellani01 "Giant and terr	1 Ak ífyíng	zitiin monstrosítícs"	Beast
Movement	10"			Movement	4"		
Combat	4			Combat	6		
Support	1	Captain (6) [L], Combat Discipline* [C	], Dodge* [C],	Support	0	Aggressive (3) [T], Ambush [S], Instino	ctive (4, 0)
Save	5+	Flying [T], Manipulate Swarm (1) [A],	Sacrifice [S]	Save	3+	[T], Lunge (3) [C], Powerful [C], Untra Very Tough [S], Wild Animal [T]	ained [T],
CR	6"			CR	6"		
Stamina	1			Stamina	3		
			Cost				Cost
		KEDASHI CORE	40			KEDASHI CORE	100

Kotra			Beast			1U SWAVM come dangerous"	Troop
Movement	8"			Movement	8"		
Combat	1			Combat	5		
Support	1	Critter (1) [L], Evasive [C], Passive [T]		Support	2	Combat Discipline* [C], Dodge* [C], Flying	9 [T],
Save	_			Save	6+	Indomitable [C], Sacrifice [S], Swarm (6) [I Untrained [T]	.] <sub>/</sub>
CR	3"			CR	3"		
				Stamina	Special		
		KEDASHI CORE	Cost 5				Cost pecial
Naralon "Small and			Beast	Naraloi "Small an			Beast
Movement	8"	C.C.C.		Movement	8"		
Combat	1			Combat	1		
Support	1	Critter (1) [L], Evasive [C], Passive [T]		Support	1	Critter (1) [L], Evasive [C], Passive [T]	
Save	—			Save	—		
CR	3"			CR	3"		
		KEDASHI CORE	Cost 5			KEDASHI CORE	Cost 5

Orduch		Beas	t Seldoath "Savaze terre		Beast Elite
Movement	8"		Movement	, 8"	2
Combat	1		Combat	4	
Support	1	Critter (1) [L], Evasive [C], Passive [T]	Support	1	Aggressive (3) [T], Charge (2) [A], Combat Trained
Save	_		Save	4+	(1) [C], Dodge* [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]
CR	3"		CR	12"	
			Stamina	2	
		KEDASHI CORE 5			KEDASHI CORECost 60
SMALL F1 "Small swar		SWARM Troop nu can be a nuísance"	' Sprigg		Beast
Movement	10"	the second	Movement	6"	
Combat	3		Combat	4	
Support	1	Combat Discipline* [C], Dodge* [C], Flying [T],	Support	1	Aggressive (3) [T], Dodge* [C], Instinctive (0, 2) [T],
Save	6+	Sacrifice [S], Swarm (6) [L], Untrained [T]	Save	4+	Lünge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T]
CR	3"		CR	12"	
Stamina	Special		Stamina	1	
<b>K</b>		KEDASHI CORE 20			KEDASHI CORE 20

Tiny Ak	ritiin		Beast	Tohkarr	i	Bea
Movement	8"			Movement	6"	~
Combat	1	Ren		Combat	2	
Support	1	Critter (1) [L], Evasive [C], Passive [T]		Support	0	Instinctive (0, 1) [T], Pack (1) [L], Transport (2) [A
Save	_			Save	4+	Untrained [T]
CR	3"			CR	1"	
		KEDASHI CORE	Cost 5			KEDASHI CORE 20
		Mb Carrier • of the ishkarru"	Beast	Trebarr		SS a primitive hierarchy"
Movement	6"			Movement	6"	lar
Combat	2			Combat	3	
Support	0	Bomb Carrier [T], Instinctive (0, 1) [T],	Untrained	Support	1	Beast Handler (1) [L], Captain (6) [L], Combat
Save	4+	[T]		Save	5+	Discipline <sup>•</sup> [C], Combat Trained (2) [C], Ranger [7
CR	1"			CR	6"	
				Stamina	1	
		KEDASHI CORE	Cost 30			KEDASHI CORE 40

Trebarn "The greatest			Elite	Trebarn "Not all brut			Beast Elite
Movement	6"			Movement	6"		
Combat	3			Combat	4	1.	
Support	1	Beast Handler (2) [L], Captain (6) [L], Con	nbat	Support	1	Aggressive (3) [T], Beast Handler (3	) [L], Charge (2)
Save	5+	Discipline* [C], Combat Trained (2) [C], Commander (2) [L], Get 'em!* [A], Ranger	[T]	Save	3+	[A], Combat Trained (2) [C], Pounc [T], Savage [C], Trainer (2, Beast F	
CR	12"			CR	6"		
Stamina	2						
<b>()</b>			Cost 60			KEDASHI CORE	Cost 40
Trebarn "The huge bru		Ute npany their smaller kin"	Beast Troop	Trebarn "Brave trebarr		OADEV zoad the beasts to battle"	Тгоор
Movement	6"			Movement	6"		*
Combat	4			Combat	2	<u></u>	
Support	1	Aggressive (3) [T], Charge (2) [A], Pounce (	3) [C],	Support	1	Beast Handler (3) [L], Prod (1, 3) [A],	Ranger [T]
Save	3+	Ranger [T], Savage [C]		Save	5+		
CR	2"			CR	6"		
1		KEDASHLOORE	Cost 30	<b>LEO</b>		KEDASHI CORE	Cost 15

Trebarn		JIVIOI	Troop	Trebary	nii Ho	owler Bristleback	Elite
"Attackíng ín	a cacoph	ony of noise"		"The bizzest <i>o</i>	mð louðe	st of the howlers"	
Movement	6"			Movement	6"	2	
Combat	1			Combat	2		
Support	1	Aggressive (3) [T], Surefooted [T], Bomber [A	.], Flit	Support	1	Surefooted [T], Combat Trained (1) [C], ]	Dodge* [C
Save	6+	[C], Pack (1) [L], Ranger [T], Rider [T]		Save	6+	Pack (2) [L], Pathfinder (7) [S], Ranger [T	], R10er []
CR	12"			CR	12"		
				Stamina	1		
Move	Rge	CS Throw Stones		Move	Rge	CS Throw Stones	
6"	6"	2		6"	6"	2 Accurate	
CO.		KEDASHI CORE				KEDASHI CORE	Cost 60
Trebarn	ii Tei	nta <sup>C</sup>	ivilian	Trebarv	nii Su	varmcaller	Elit
"Trebarníí are	set to n	vork from a young age"		"At one with			
Movement	6"			Movement	6"		
Combat	1			Combat	3		
Support	1	Beast Handler (1) [L], Ranger [T], Untrained	)[T]	Support	1	Beast Handler (1) [L], Captain (6) [L], Do Manipulate Swarm (1) [A], Ranger [T], S	dge* [C],
Save	5+			Save	5+		actifice (
CR	6"			CR	6"		
				Stamina	Special		
<b>LOD</b>		KEDASHI CORE 5		<b>E</b>		KEDASHI CORE	Cost 30

Trebarn "The trebarn"		"AVVIOV uisance for travellers"	Troop	War Spi	rigg	Bea	st
Movement	6"			Movement	6"		
Combat	2			Combat	4		
Support	1	Beast Handler (1) [L], Ranger [T]		Support	1	Aggressive (3) [T], Dodge <sup>•</sup> [C], Lunge (2) [C], Pack	
Save	5+			Save	4+	(1) [L], Pathfinder (0) [S], Ranger [T], Savage [C], Solo [T]	
CR	6"			CR	12"		
				Stamina	1		
1000 A		KEDASHI CORE	Cost 10			KEDASHI CORE 45	
YOUNG C "(fen kedashi		N enture from their nests"	Queen	Zanbee "Tiny pests of	f the fore	Bea	st
Movement	6"			Movement	6"	and a strategy	
Combat	3			Combat	1		
Support	1	Commander (4) [L], Dodge <sup>•</sup> [C], Ranger	[T],	Support	0	Evasive [C], Flying [T], Passive [T], Untrained	
Save	5+	Sacrifice [S], Spann Frenu <sup>•</sup> [S], Terrain [T], Trainer (2, Loyalty(Queen)) [T]	2, Forests)	Save	5+	[T], Weak [C]	
CR	9"			CR	6"		
Stamina	2						
				Move O"	Rge blast	CS Mesmerise 2 Point Blank, Stun	
		KEDASHI CORE	Cost 60			KEDASHI CORE 10	

Keðashí - Kíterak

The Rite "The ancient g	erak		queen nique
Movement	6"	2	
Combat	4		
Support	1	Commander (4) [L], Ranger [T], Sacrifice [S],	
Save	4+	Spawn Frenu* [S], Tactician** [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(The Kiterak)) Venerated [T], Very Tough* [S]	[T],
CR	9"		
Stamina	2		
	]	KEDASHI KITERAK 10C	

Keðasþí - Rívers

Trebarn Hunter	ii M	aster River Elit		iii Ri	ver Hunter	Ттоор
Movement	6"		Movement	6"		
Combat	3	Beast Handler (3) [L], Captain (6) [L], Combat Discipline <sup>•</sup> [C], Combat Trained (2) [C], Confuse <sup>•</sup> [A], Pathfinder (4) [S], Ranger [T], Swim (6) [A],	Combat	2		
Support	1		Support	1	Beast Handler (1) [L], Pathfinder (0) [S], Range Swim (6) [A], Whistle [T]	], Ranger [T],
Save	5+		Save	5+		
CR	6"	Travelling Biologist (2) [T], Whistle [T]	CR	6"		
Stamina	2					
<b>N MODE</b>		KEDASHI RIVERS 50			KEDASHI RIVERS	Cost 10

Mercenary

Ono cards per row

M	er	cenary -				
DH09U \ "Renonmed fe		'AN Tro abilities, if not their loyalty''	DIACH	RANC the streets	] of Gar Loren"	Troop Unique
Movement	6"		Movement			
Combat	3		Combat	3		
Support	1	Beast Handler (2) [L], Combat Trained (2) [C],	Support	1	Combat Trained (2) [C], Evasive [C],	Loyalty
Save	5+	Favoured Allies (Setir Skerrat) [T], Pathfinder (4) [S], Ranger [T], Solo [T]	Save	4+	(Ora Chey) [T], Powerful [C], Retinue [T], Solo [T]	e (Ora Chey)
CR	6"		CR	6"		
Constant (Constant) Engu Ve	etera	MERCENARY <sup>Cost</sup> 15 10	Mechan	иіс	MERCENARY	Cost 20 Troop
"(Many míspl		zu have become sellswords"		<i>C</i>	6	
Movement			Movement			
Combat	3		Combat	1		
Support	1	Beast Handler (1) [L], Combat Trained (1) [C], Favoured Allies (Tabela) [T], Powerful [C], Solo [		0	Initiative [S], Tune Up [A]	
Save	4+		Save	5+		
CR	6"		CR	0.5"		
		MERCENARY Cost 15			MERCENARY	Cost 15

Ora Che		Troop negotiable moral values" Unique	Pallirna	ii of K	Tro Tro
Movement	6"		Movement	6"	
Combat	3		Combat	3	
Support	1	Combat Trained (2) [C], Loyalty (Dravu Raya)	Support	1	Agility [T], Assassinate* [A], Combat Discipline*
Save	5+	[T], Pathfinder (4) [S], Ranger [T], Retinue (Dravu Raya) [T], Solo [T]	Save	5+	[C], Combat Trained (2) [C], Dodge* [C], Ferocity [C], Pounce (2) [C], Solo [T]
CR	6"		CR	6"	
			Stamina	3	
моче 6"	Rge 6"	CS Throwing Knives 2 <sup>Accurate</sup>			
		MERCENARY Cost 20	<b>1000</b>		MERCENARY Cost 40
Preed		Troop	Shipwri	gbt	Civil
Movement	6"		Movement	6"	
Combat	2		Combat	1	and the second
Support	1	Beast Handler (2) [L], Combat Trained (2) [C],	Support	0	Initiative [S], Shipwright [A]
Save	5+	Fazvoured Allies (Graku) [T], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Retinue (Preed's Graku) [T], Solo [T]	Save	5+	
CR	6"	C	CR	0.5"	
Stamina	1				
Мо <i>v</i> е 1"	R <i>g</i> е 12"	CS Crossbow 2 Accurate, Powerful			
<b>LEON</b>		MERCENARY 50	<b>N</b>		MERCENARY Cost 15

Tal Dold "Noble Palliv	ANI ( rnaí frov	DIGVES 11 the shores of Koheb"	Troop Unique
Movement	6"	Contraction of the second	
Combat	3		
Support	1	Agility [T], Assassinate <sup>•</sup> [A], Comb	bat Discipline
Save	5+	[C], Combat Trained (2) [C], Dodg [C], Pounce (2) [C], Solo [T]	e <sup>•</sup> [C], Ferocity
CR	6"		
Stamina	3		
		MERCENARY	Cost 40

Wild Creature

Two cards per row

## Wild Creature -

Alova "Playful deníz	iens of t	he vivers"	Beast	Ancient	Gri	mblar	Beast Unique
Movement	8"			Movement	8"		
Combat	1			Combat	6		
Support	0	Alora Handler (1) [L], Evasive [C], Pack F	Hunter	Support	0	Abject Terror [T], Assassinate* [A], Crun	ch (3) [C],
Save	_	[C], Swim (8) [A]		Save	3+	Indomitable [C], Mighty Blow [C], Pathfir [S], Unstoppable [T], Very Powerful [C], Y Tough* [S], Wild Animal [T]	nder (0) Very
CR	1"			CR	9"	0 4	
				Stamina	5		
1			Cost 0 for 3				Cost 200
Annoyin	19 G	arkrið	Beast	А <i>Ү</i> д0Ү <i>ДИ</i> "Small and	1 ZA' miləly	υчиии annoyíng"	Beas
Movement	3"	CHARLE STR		Movement	6"	Roo	
Combat	0			Combat	1	200	
Support	1	Evasive [C], Instinctive (0, 1) [T]		Support	1	Dug In [T], Critter (1) [L], Evasive [C], Pa	assive [T]
Save	—			Save	5+		
CR	Ο"			CR	1"		
		WILD CREATURE	Cost 5			WILD CREATURE	Cost 5

Bagrun			Beast	Baksun			Beast
Movement	6"			Movement	8"	( and a second s	
Combat	4			Combat	3		
Support	0	Instinctive (1, 3) [T], Untrained [T], Very T	Гоидь•	Support	1	Charge (2) [A], Instinctive (1, 1) [T], Powerful	
Save	3+	[S]		Save	4+	Charge [T], Untrained [T]	
CR	1"			CR	6"		
Stamina	2						
			cost SO			WILD CREATURE 3C	
Biting G	ark	rið	Beast	Blue-tai	led F		Beast
Movement	3"	CHARLE AND		Movement	8"		
Combat	1			Combat	2	1.	
Support	1	Instinctive (1, 0) [T]		Support	1	Critter (6) [L]	
Save	_			Save	5+		
CR	Ο"			CR	6"		
		WILD CREATURE	cost 5	<b>K</b>		WILD CREATURE 1C	

Blue-tai	led I	Fosser Sempa	Beast	Bronx F	Hatc	bling	Beast
Movement	8"			Movement	6"		
Combat	1	Ren		Combat	1	1.	
Support	1	Critter (1) [L], Evasive [C], Passive [T]		Support	1		
Save	_			Save	5+		
CR	3"			CR	2"		
<b>1</b>		WILD CREATURE	Cost 5	<b>L</b>		WILD CREATURE	Cost 5
Bronx Je	enta	1	Beast	Bronx R	Kopa		Beast
Movement	6"	1000 Alar		Movement	6"	1000 Mar	
Combat	2			Combat	4		
Support	1	Instinctive (1, 1) [T]		Support	0	Charge (2) [A], Instinctive (1, 2) [T], La Powerful Charge [T], Sweep [C], Tran	unge (2) [C],
Save	4+			Save	2+	Powerful Charge [T], Sweep [C], Tran Unstoppable [T]	sport (5) [A],
CR	2"			CR	2"		
		WILD CREATURE	Cost 10			WILD CREATURE	Cost 50

Bronx S	emp	A Beast	Choband "Horris little		
Movement	6"	eta contra las	Movement		
Combat	3		Combat	1	
Support	1	Instinctive (1, 1) [T], Lunge (1) [C], Powerful	Support	1	Aggressive (1) [T], Evasive [C], Pack Hunter [C],
Save	3+	Charge [T], Sweep [C], Transport (4) [A], Unstoppable [T]	Save	6+	Pounce (1) [C], Ranger [T]
CR	2"		CR	6"	
		WILD CREATURE 30			WILD CREATURE 10
Doliir		Beast	Enar N	aliks	Beast
Movement	8"	10 C	Movement	6"	The second second second second second second second second second second second second second second second se
Combat	1	Sa. Co	Combat	2	
Support	1	Critter (1) [L], Evasive [C], Passive [T]	Support	0	Aggressive (3) [T], Assassinate · [A], Blitz (1) [C],
Save	—		Save	5+	Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud [T], Savage [C], Wild Animal [T]
CR	3"		CR	6"	
			Stamina	1	
		WILD CREATURE 5			WILD CREATURE 30

Enar Va	ireei	1	Beast	Felexin		Beast
Movement	6"			Movement	10"	2 Com
Combat	2	24. Stim and		Combat	2	
Support	0	Aggressive (3) [T], Assassinate <sup>•</sup> [A], Blitz (1) [	[C],	Support	1	Aggressive (3) [T], Evasive [C], Pack (1) [L], Pack
Save	5+	Charge (2) [A], Pack (2) [L], Pounce (3) [C], Pr [T], Savage [C], Wild Animal [T]	′0и0	Save	5+	Hunter [C], Pounce (2) [C]
CR	6"			CR	6"	
Stamina	1					
		WILD CREATURE 30	<b> </b>			WILD CREATURE 20
FOSSEV "Small and	míləly	annoying"	Beast	FVENZIC "Unfailing terr		rimblar Beast
Movement	6"			, Movement	8"	
Combat	1	AL LA		Combat	5	
Support	1	Critter (1) [L], Evasive [C], Passive [T]		Support	0	Crunch (3) [C], Frenzied [C], Indomitable [C],
Save	5+			Save	3+	Mighty Blow [C], Pathfinder (O) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough [S], Wild Animal [T]
CR	1"			CR	6"	
				Stamina	3	
<b>N</b>		WILD CREATURE 5				WILD CREATURE 150

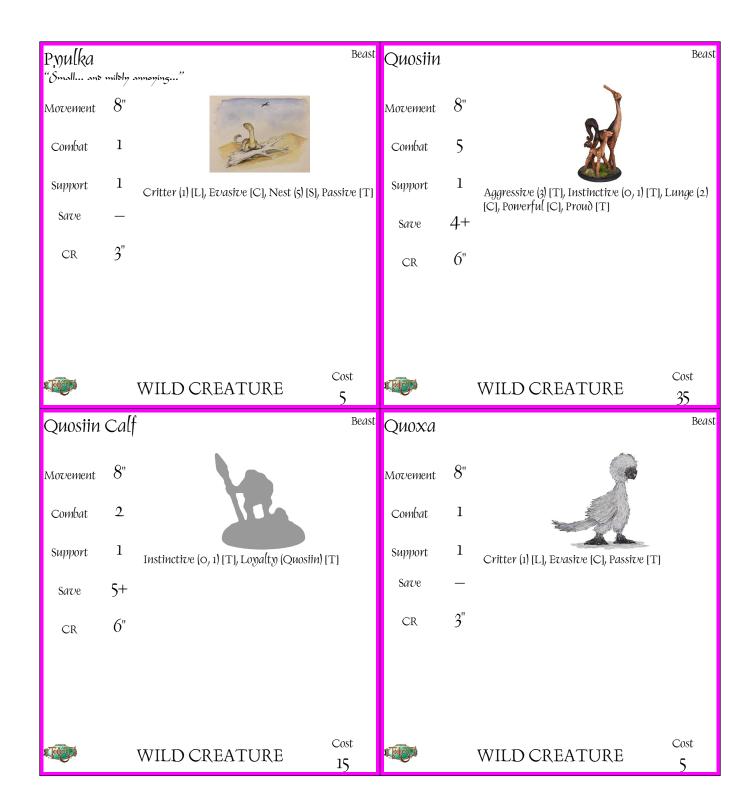
Gargoyl	e	Beast	Garkrid Eggstick	Egg oject
Movement Combat Support Save CR Stamina	6" 3 Camouflage [T], Floring [T], Leap* (4) [A] 4+ 6" 1		Movement – Combat – Support – Save 4+ <sup>Heavy</sup> [T], Untrained [T] CR O"	, ,
	WILD CREATURE Infestation	Cost 15 Beast		east
Movement Combat Support Save CR	3" 1 <i>Instinctive</i> (1, 0) [T] – O"		Movement 8" Combat 3 Support 1 Save 4+ CR 9"	
	WILD CREATURE	Cost 5	WILD CREATURE 10	

Grakuk	an	Beast	Granok	Kop	A Beast
		arsome but unpredictable!"		. 1	
Movement	8"		Movement	10"	S.
Combat	4		Combat	3	
Support	0	Aggressive (3) [T], Instinctive (1, 0) [T], Pounce (3)	Support	1	Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]
Save	3+	[C], Powerful [C]	Save	4+	
CR	6"		CR	3"	
		WILD CREATURE 75			WILD CREATURE 20
Granok	Sem	pa Beast	G <b>rimbl</b> a "Unfaiking ter		Beast
Movement	10"		Movement	8"	Aller -
Combat	2		Combat	5	
Support	1	Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]	Support	0	Crunch (3) [C], Indomitable [C], Mighty Blow [C],
Save	5+		Save	3+	Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough <sup>*</sup> [S], Wild Animal [T]
CR	3"		CR	6"	
			Stamina	3	
		WILD CREATURE 10			WILD CREATURE 150

Hadera		Bea	<sup>it</sup> Jeskir			Beast
Movement	10"		Movement	6"	The o	
Combat	4	3	Combat	2	The second secon	
Support	0	Unstoppable [T], Untrained [T], Very Tough <sup>*</sup> [S]	Support	1	Welling and the	
Save	3+		Save	5+		
CR	6"		CR	6"		
Stamina	2					
		WILD CREATURE 40			WILD CREATURE	Cost 15
Kentirin		Веа	<sup>it</sup> Kitahii			Beast
Movement	8"	a fin	Movement	10"	20	
Combat	1		Combat	4		
Support	1	Evasive [C]	Support	0	Aggressive (3) [T], Agility [T], Ambush	[S], Combat
Save	6+		Save	5+	Trained (2) [C], Pounce (3) [C], Ranger Untrained [T], Wild Animal [T]	[T] <sub>/</sub>
CR	3"		CR	6"		
		WILD CREATURE 5			WILD CREATURE	Cost 30

Lesser F	ang	ed Akitiin Beast	11/10/01/L		
Movement Combat Support Save CR	4" 2 0 - 3"	Aggressive (3) [T], Ambush [S], Evasive [C], Mighty Blow [C], Pounce (3) [C], Powerful [C]	"Small and Movement Combat Support Save CR	8" 1 1 - 3"	Critter (1) [L], Evasive [C], Passive [T], Swim (6) [A]
Martrai	11	WILD CREATURE Cost 20 Beast	🐲 Mekkrid	,	WILD CREATURE 5
Movement	6"		Movement	6"	
Combat	5		Combat	2	
Support	0	Instinctive (1, 3) [T], Unstoppable [T], Untrained	Support	0	Aggressive (3) [T], Instinctive (2, 0) [T], Pounce (3)
Save	3+	[T], Very Tough <sup>*</sup> [S]	Save	5+	[C], Ranger [T], Untrained [T], Wild Animal [T]
CR	6"		CR	O"	
Stamina	3				
		WILD CREATURE 50	1 Jugot		WILD CREATURE 20

Ochular	1 D0	aka	Beast	Ogechla		Beast
Movement	8"			Movement	4"	Alt a
Combat	2	1.		Combat	4	522-55
Support	1			Support	0	Ambush [S], Mighty Blow [C], Powerful [C]
Save	5+			Save	4+	
CR	6"			CR	3"	
		WILD CREATURE				WILD CREATURE 30
Onsegar	r		Beast	Opahr		Beast
Movement	10"			Movement	8"	
Combat	5			Combat	2	
Support	1	Aggressive (3) [T], Pounce (3) [C], Powerful [4	C],	Support	1	Charge (1) [A], Critter (1) [L], Evasive [C]
Save	3+	Untrained [T], Very Tough* [S]		Save	5+	
CR	9"			CR	6"	
Stamina	4					
<b>L</b>		WILD CREATURE 15				WILD CREATURE 10



Rakla Je	nta	Beast	Rakla K	ора	Beast
"Cearsome pre	dator f	rom the Casaníi Territories"			rom the Casanii Verritories"
Movement	8"		Movement	8"	
Combat	2	la h	Combat	4	
Support	0	Aggressive (3) [T], Instinctive (1, 0) [T], Pack (1) [L],	Support	1	Aggressive (3) [T], Instinctive (2, 0) [T], Pack (2)
Save	5+	Sprint <sup>•</sup> (4) [A]	Save	4+	[L], Pounce (3) [C], Sprint* (4) [A]
CR	2"		CR	3"	
Stamina	1		Stamina	2	
1. No. 1		WILD CREATURE 15			WILD CREATURE Cost 35
Rakla Se "Cearsonne pre	CMPC vator f	) "rom the Casaníi Territories"	Renteli		Beast
Movement	8"		Movement	10"	
Combat	3		Combat	1	AND AND AND AND AND AND AND AND AND AND
Support	1	Aggressive (3) [T], Instinctive (2, 0) [T], Pack (1)	Support	0	Evasive (C), Flying [T], Passive (T), Swift (T),
Save	4+	[L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]	Save	?	Untrained [T], Weak [C]
CR	3"		CR	1"	
Stamina	2				
<b>LEO</b>		WILD CREATURE 30	<b>LOOP</b>		WILD CREATURE 5

River A	kitiin	1 Coil	Beast Body Section	RIVEV A "Terrifying m	kitii1	1 Head ties from the depths"	Beast Body Section
Movement	O"			Movement	Ο"		
Combat	0			Combat	4	1	
Support	1	Constrict (3) [C], River Akitiin [S], Sn	vim (9) [A],	Support	1	Aggressive (6) [T], Crunch [2] [C], In:	stinctive (3, 0)
Save	3+	Very Tough <sup>*</sup> [S]		Save	4+	[T], Lunge (6) [C], Powerful [C], Rive Swim (3) [A], Very Tough* [S], Wild A	r Akitiin [S], mimal [T]
CR	O"			CR	6"		
Stamina	Special			Stamina	3		
<b>1</b>		WILD CREATURE	Cost Special			WILD CREATURE	Cost 150
River A	kitii	1 Tail	Beast Body Section	Ruhnko "Bað-tempereð	ríver de	vellers"	Beast
Movement	O"			Movement	4"	ALL CON	
Combat	3			Combat	5		
Support	0	Aggressive (3) [T], Instinctive (3, 0) ['	T], Lunge (3)	Support	0	Aggressive (3) [T], Instinctive (3, 1) [T	
Save	4+	[C], Pitch (6) [C], River Akitiin [S], Sn	vim (6) [A]	Save	3+	[Ĉ], Swim (6) [A], Untrained [T], Ver Wild Animal [T]	у Тоидр* [S],
CR	O"			CR	6"		
Stamina	Special			Stamina	1		
1. COM		WILD CREATURE	Cost Special			WILD CREATURE	Cost 30

Ruukil I	Hull	borer	Beast	Sakuu			Beast
Movement	2"			Movement	8"		
Combat	1			Combat	2	2-30	
Support	0	Crunch (2) [C], Instinctive (1, 0) [T], Pa	ck (1) [L],	Support	1	Charge (1) [A], Combat Discipline* (1) [C],	. Nimble
Save	_	Роипсе (3) [С], Swim (6) [А]		Save	6+	[S]	
CR	Ο"			CR	3"		
				Stamina	1		
		WILD CREATURE	Cost 5			WILD CREATURE	Cost 20
Senira			Beast	Setir Op	paŋ		Beast
Movement	8"	COLOR OF		Movement	8"		
Combat	2			Combat	1		
Support	1	Instinctive (0, 1) [T], Ranger [T]		Support	1	Critter (1) [L], Evasive [C], Passive [T]	
Save	4+			Save	—		
CR	6"			CR	3"		
<b>N</b>		WILD CREATURE	Cost 10	<b>N</b>		WILD CREATURE	Cost 5

Shiny G	arkı	rið	Beast	Shipmite	<u>)</u>	Beast
Movement	8"			Movement	2"	
Combat	1			Combat	1	
Support	0	Evasive [C], Instinctive (0, 1) [T]		Support	0	Instinctive (1, 0) [T], Pounce (3) [C], Swim (6) [A],
Save	_			Save	_	Weak [C]
CR	Ο"			CR	O"	
			Cost			Cost
		WILD CREATURE	5			WILD CREATURE 5
Spitting	Gai	(krid	Beast	Torala "Mainly peace	ful, but	Beast • deadly if riled"
Movement	3"			Movement	4"	
Combat	1			Combat	4	
Support	1	Instinctive (1, 0) [T], Powerful [C]		Support	0	Crunch (3) [C], Indomitable [C], Instinctive (0, 2)
Save	_			Save	4+	[T], Powerful [C], Swim (6) [A], Unstoppable [T], Untrained [T], Very Tough <sup>*</sup> [S], Wild Animal [T]
CR	Ο"			CR	6"	
				Stamina	2	
Move O"	Rge 6"	CS Spit 2 <sup>Powerful</sup>				
		WILD CREATURE	Cost 10			WILD CREATURE 50

Тоигас		Bea	<sup>st</sup> Tropli			Beast
Movement	6"		Movement	10"	P	
Combat	1		Combat	2	- All	
Support	0	Sqwak! [S], Untrained [T]	Support	1	Instinctive (0, 1) [T], Untrained [T]	
Save	5+		Save	5+		
CR	12"		CR	6"		
		WILD CREATURE 10				Cost 10
Tunnell	ing 1	Akitiin <sup>Bea</sup>	<sup>st</sup> Utakrid			Beast
Movement	6"	Ter .	Movement	10"		
Combat	4		Combat	4		
Support	0	Aggressive (3) [T], Ambush [S], Instinctive (2, 0)	Support	0	Crunch (2) [C], Dodge <sup>•</sup> [C], Flying [T], Gra	6 [A],
Save	3+	(T), Lunge (2) (C), Untrained (T), Wild Animal (	[] Save	4+	Overfĺight [C], Untraineð [T], Very Toug	6* [S]
CR	6"		CR	9"		
			Stamina	2		
		WILD CREATURE 40				Cost 50

Utakrid	(flig	btless) Beast	Utakrið	E <i>99</i>	berg Egg Object
Movement	3"		Movement	?	
Combat	4		Combat	?	1.
Support	0	Crunch (2) [C], Untrained [T], Very Tough [S]	Support	? 3+	Sturdy [T], Very Heavy [T], Untrained [T], Very
Save	5+		Save CR	?	Tough* [S]
CR	9"		Stamina	3	
Stamina	2				
		WILD CREATURE 20	<b>LOOP</b>		WILD CREATURE 15
Utakrið	Egg	mass (Small) Egg Object	Utakrið	Sem	pa Beast
Movement	?		Movement	3"	
Combat	?	Ren	Combat	3	1.
Support	? 4+	Heavy [T], Untrained [T], Very Tough* [S]	Support	1	Crunch (1) [C], Swim (6) [A], Untrained [T]
Save CR	4⊤ ?	- · · · · ·	Save	5+	
Stamina	1		CR	9"	
		WILD CREATURE 5	<b>Lega</b>		WILD CREATURE 30

VOVACIOI "Small and		esser Red Tip Bea	<sup>st</sup> Vorall		Beast
Movement	10"	- Egg?	Movement	6"	
Combat	1		Combat	4	
Support	1	Evasive [C], Flying [T], Untrained [T]	Support	0	Aggressive (3) [T], Crunch (2) [C], Instinctive (2, 2)
Save	_		Save	2+	[T], Pounce (2) [C], Powerful [C], Untrained [T], Wild Animal [T]
CR	3"		CR	2"	
			I .		
			I .		
		WILD CREATURE 5			WILD CREATURE 30
Wild Bel	lan	Веа	<sup>st</sup> Wild Fla	ockin	g Garo <sup>Beast</sup>
Movement	6"		Movement	10"	
Combat	5		Combat	1	
Support	0	Instinctive (0, 2) [T], Unstoppable [T], Untrained	Support	1	Evasive [C], Flying [T], Pack (1) [L], Untrained [T]
Save	3+	[T], Very Tough <sup>*</sup> [S]	Save	_	
CR	6"		CR	1"	
Stamina	3				
		WILD CREATURE 50			WILD CREATURE Cost 20 for 3

Wild Hi	untii	1g Garo	Beast	Wild Spi	rigg		Beast
Movement	10"	~		Movement	6"		
Combat	1			Combat	4	N.	
Support	2	Evasive (C), Flying (T), Untrained (T)		Support	1	Aggressive (3) [T], Dodge• [C], Instinc	tive (0, 2) [T],
Save	—			Save	4+	Lunge (2) [C], Pack (1) [L], Pathfinder Ranger (T], Solo [T], Untrained [T]	(O) [S],
CR	1"			CR	12"		
				Stamina	1		
1 MO		WILD CREATURE	Cost 5			WILD CREATURE	Cost 20
Wild To	abela		Beast	Wild Ta	ibela	Jenta	Beast
Movement	10"			Movement	10"		
Combat	3			Combat	2		
Support	1	Charge (1) [A], Combat Trained (1) [C], 1	Pack (2) [L],	Support	1	Charge (1) [A], Pack (0) [L], Pack Hun	ter [C], Swim
Save	4+	Pack Hunter [C], Swim (5) [A]		Save	5+	(5) [A]	
CR	6"			CR	6"		
1		WILD CREATURE	Cost 30	1000 A		WILD CREATURE	Cost 15

Wild Ta	irhoe	Beas Beas	<sup>t</sup> Wild Tı	repai	И	Beast
Movement	10"		Movement	6"	and the state of	þ.
Combat	4	TUS	Combat	5		
Support	0	Always On The Move (6) [T], Flying [T], Grab [A], Instinctive (0, 2) [T], Overflight [C],	Support	0	Instinctive (0, 2) [T], Untrained [T [S]	], Very Tough
Save	4+	Untrained [T], Very Tough* [S]	Save	3+		
CR	12"		CR	6"		
Stamina	1		Stamina	1		
<b>LOO</b>		WILD CREATURE 60			WILD CREATURE	Cost 40
Yartain		Beas he Setir mountains"	t YArtain "Young, but e			Beast
Movement	6"		Movement	6"		
Combat	5	a voi	Combat	3		
Support	2	Blitz (3) [C], Overdrive <sup>*</sup> [C], Powerful [C], Ranger	Support	1	Blitz (3) [C], Loyalty (Yartain) [T], 1	ranger [T]
Save	3+	[T], Very Tough <sup>•</sup> [S]	Save	4+		
CR	6"		CR	6"		
Stamina	2					
		WILD CREATURE 80			WILD CREATURE	Cost 15

Yirnak		В	east	Yirnak I	Kopa	l Beast
Movement	8"			Movement	8"	
Combat	3			Combat	3	
Support	1	Charge (1) [A], Instinctive (1, 1) [T], Powerful [C	C],	Support	1	Charge (1) [A], Instinctive (1, 1) [T], Mighty Blow [C], Powerful [C], Ranger [T], Very Strong [T]
Save	3+	Ranger [T], Very Strong [T]		Save	3+	[C], Powerful [C], Ranger [T], Very Strong [T]
CR	6"			CR	6"	
		WILD CREATURE 15				WILD CREATURE 20
Yorali		В	east			
Movement	8"	Alexa				
Combat	4	( Serent				
Support	0	Aggressive (3) [T], Crunch (2) [C], Lunge (3) [C], Untrained [T], Very Tough <sup>•</sup> [S], Wild Animal [	,			
Save	4+	Untrained [T], Very Tough <sup>•</sup> [S], Wild Animal [	[T]			
CR	9"					
Stamina	2					
<b>Rep</b>		WILD CREATURE 50				

## Wild Creature - Skerrat

Choband	a Ske	rrat Broodmother	Beast Elite	Skerrat	Broo	dmother	Beast Elite
Movement	8"			Movement	8"	R	
Combat	4	43.20		Combat	4		
Support	1	Aggressive (3) [T], Beast Handler (4) [L]		Support	1	Aggressive (3) [T], Beast Handler (4) [L	
Save	4+	[A], Chobana Skerrat Trainer (4, Beast Handler(3)) [T], Dodge* [C], Favoured Allies (Chobana Skerrat) [T], Pounce (3) [C], Powerful [C], Ranger [T],	Save	4+	[A], Dodge <sup>*</sup> [C], Favoured Allies (Setir Skerrat Pounce (3) [C], Powerful [C], Ranger [T], Sava [C], Setir Skerrat Trainer (4, Beast Handler(3		
CR	9"	Savage [C]		CR	9"		
Stamina	2			Stamina	2		
<b>N</b>		WILD CREATURE SKERRAT	Cost 60	COOP		WILD CREATURE SKERRAT	Cost 60

## Wild Creature - Cabril

Tahril (	Gark	rið Beast Garkrið	Tahril (	Gark	rid Flyer	Beast Garkrid
Movement	6"		Movement	4"		
Combat	2		Combat	1	lan	
Support	0	Garkrid Swarm (1) [L], Instinctive (0, 2) [T],	Support	0	Flying (8) [T], Instinctive (1, 0) [T]	
Save	5+	Passive [T], Untrained [T]	Save	4+		
CR	0.5"		CR	O"		
		WILD CREATURE Cost TAHRIL 10			WILD CREATURE TAHRIL	Cost 5 for 2
Tahril (	Gark	rið Nest Elite Object	Tahril (	Gark	rid Queen	Beast Elite
Movement	O"				•	Garkrið Object
Combat	0		Movement	O"		
	0		Combat	3		
Support		Dormant Menace [T], Passive [T], Spawn Garkrid• [S], Very Tougb• [S]	Support	0	Aggression Pheromones (4) [T], Garkrid [L], Heavy [T], Instinctive (2, 0) [T]	) Swarm (3)
Save	4+		Save	5+	(-),	
CR	O"		CR	9"		
Stamina	6					
<b>N</b>		WILD CREATURE Cost TAHRIL 30			WILD CREATURE TAHRIL	Cost 30

Tahril C	Gark	rid Satellite Nest	Elite Object	Tahril (	Garki	rið Solðier	Beast Garkrið
Movement	O"			Movement	6"		
Combat	0	1.		Combat	3		
Support	0	Dormant Menace [T], Passive [T], Spawn		Support	0	Garkrid Swarm (1) [L], Instinctive (2, 0) [	[T]
Save	5+	Garkrid <sup>•</sup> [S], Very Tough <sup>•</sup> [S]		Save	4+		
CR	O"			CR	0.5"		
Stamina	3						
				Мо <i>v</i> е 2"	Rge blast	CS Spit 3 <sup>Powerful</sup>	
			cost LO				Cost 40

Casanii

Chree cards per row

Casanii - Alaim

Alaim T	The Outcast		Enarii Unique
Movement	10"		
Combat	5		,
Support	Blitz (2) [C], Char, O Trained (2) [C], Di Powerful [C], Solo Unstoppable [T], F 3+ Very Tough [S]	:ge (1) [A], C iplomat (En [T], Transj	ombat npire) [T], port (1) [A],
Save	Unstoppable [T], E 3+ Very Tough [S]	Barreling C	barge (1) [T],
CR	6"		
Stamina	4		
<b>N</b>	CASANII AL	AIM	Cost 150

## Casaníi - Core

Саѕапіі Водудиагд Тгоор	Casanii Warrior Troop "The mainstay of the casanii forces"	Casanii Warrior Chief Elite
0		hunts"
Movement 8"	Movement 8"	Movement 8"
Combat 4	Combat 3	Combat 4
Bodyguard [S], Combat Discipline* [C], Support 1 Combat Trained (2) [C], Retinue [T], Very Tough* [S]	Combat Trained (1) [C], Rider [T] Support 1	Captain (6) [L], Combat Discipline <sup>•</sup> [C], Support 2 Combat Trained (2) [C], Coordinated Strike <sup>•</sup> [A], Rider [T]
save 3+	save 5+	save 5+
cr 6"	cr 6"	cr 9"
Stamina 2		Stamina 2
Move Rge CS Throwing Knives 6" 6" 2 <sup>Accurate</sup>	Move Rge CS Throwing Spear 8" 4" 2 Bushwack	Move Rae CS Throwing Spear 8" 4" 2 Bushwack, Focus*
Casanii Core 60	CASANII CORE 20	CASANII CORE 80
Crested Grola Beast	Erillai <sup>Beast</sup>	Erillai Rider Elite "Gast and deadly cavalry" Troop
Movement 6"	Mozement 8"	Movement 8"
Combat 2	Combat 3	Combat 3
Support 1	Instinctive (1, 2) [T], Leap* (4) [A], Support O Untrained [T]	Charge (1) [A], Combat Trained (1) [C], Support 1 Leap <sup>*</sup> (4) [A], Transport (1) [A]
Save 5+	save 4+	save 4+
cr 6"	CR 2"	cr 6"
	Stamina 1	Stamina 1
		Move Rae CS Throwing Spear 8" 4" 2 <sup>Bush</sup> wack
Casanii Core Cost	CASANII CORE 15	CASANII CORE Cost 30
Hadera Rider Elite "Masters of the Casanii plains" Troop	Mounted Shaman (Erillai) Elite Unique	Mounted Shaman (Hadera) Elite Unique
Movement 10"	Mozement 8"	Movement 10"
Combat 4	Combat 3	Combat 4
Charge (2) [A], Combat Trained (1) [C], Support 1 Transport (2) [A], Unstoppable [T], Very Tough [S]	Charge (1) [A], Commander (2) [L], Inspire Support 1 [T], Leap' (4) [A], Tactician'' [S], Transport (1) [A]	Charge (2) [A], Commander (2) [L], Inspire Support 1 [T], Tactician <sup>**</sup> [S], Transport (2) [A], Unstoppable [T], Very Tough <sup>*</sup> [S]
save 3+	save 4+	save 3+
cr 6"	cr 6"	cr 6"
Stamina 2	Stamina 3	Stamina 3
Mozve Rge CS Throwing Spear 8" 4" 2 Bushwack		
CASANII CORE 60	Casanii core cost 60	Casanii Core Cost

Ol'raan "Murí's oi		odyzuard"	Elite Unique	ON'SAA "Ensuring n costs"	10550	ses are delivered at all	Elite	Shaman "Those whe	o wa	k with the spirits"	Elite Unique
Movement	6"			Movement	8"			Movement	8"		
Combat	3			Combat	3			Combat	3		
Support	1	Beast Handler (2) [L], Ranger [T], Sprint* (4) [A]	, Solo [T],	Support	1	Agility [T], Assassinate <sup>•</sup> [A], Con Trained (2) [C], Dodge <sup>•</sup> [C], Feroo	rity" [C],	Support	1	Commander (2) [L], Inspire [7 Tactician" [S]	Γ], Rider [T],
Save	3+			Save	6+	Ranger [T], Rider [T], Solo [T], Sp [A]	mnt <sup>,</sup> (4)	Save	6+		
CR	6"			CR	6"			CR	6"		
Stamina	2			Stamina	4			Stamina	2		
моте 3"	Rae 18"	CS Lonabow 2 Accurate, Focus*, Long : (6), Quick Shot*	R <i>ang</i> e*								
1. <b>No</b> r		CASANII CORE	Cost 30			CASANII CORE	Cost 50	1. A A A A A A A A A A A A A A A A A A A		CASANII CORE	Cost 40
Tokara "Murís ba	odyzu	ard"	Troop Unique	Tracker "Unerringly	Accu	rate with their bows"	Тгоор				
Movement	8"			Movement	8"	~					
Combat	4			Combat	3						
Support	1	Bodyguard [S], Combat Discipline Combat Trained (2) [C], Retinue ( Fighter Muri) [T], Very Tough <sup>•</sup> [S	Freedom	Support	1	Ranger [T], Rider [T], Solo [T]					
Save	3+			Save	6+						
CR	6"			CR	6"						
Stamina	2			Stamina	1						
моvе 6"	Rge 6"	CS Throwing Knives 2 Accurate			R <i>g</i> e 18"	CS Longbow 2 Focus*, Quick Shot*					
1. <b>CO</b> D		CASANII CORE	Cost 60	1000 A		CASANII CORE	Cost 25				

Casaníí - Deyath	
Telani Deyath	
"Scourge of those who trespass on his Iands"	
мотетен 8"	
Combat 4	
Captain (6) [L], Combat Discipline (C], Support 2 Combat Trained (2) [C], Commander (4) [L], Coordinated Strike [A], Powerful [C],	
Save 4+ Very Tought [S]	
cr 9"	
Stamina 3	
Move Rae CS Koiba 8" 4" 3 <sup>Bushwack, Light Weapon</sup>	
CASANII DEYATH Cost 100	

Ca	١s	ar	níí -	Eny	oat	Ļ				
Nob'rilc	in E	nyath		Elite Unique	Young	Nob'	rilan		Elite Unique	
Movement	10"				Movemen	t 10"			\$	
Combat	4				Combat	4		ALS	-	
Support	1	Combat Packma	(2) [A], Combat Disc Trained (2) [C], Ins ster (4) [L], Trainer	pire [T], (2,	Support	1	Combat	Trained (1) [C], Pack	master (2) [L]	
Save	3+	Packma Tough	ster(1)) [T], Unstopp [S]	able [T], Very	Save	4+				
CR	9"				CR	6"				
Stamina	2									
моте 8"	Rae 4"	CS 2	Throwing Spear Bushwack, Focus*		моvе 8"	R <i>q</i> e 4"	CS 2	Throwing Spear Bushwack		
1. Contraction of the second sec	C	CASAN	III ENYATH	Cost 90		C	ASAN	NII ENYATH	Cost 50	

Casanii - Feral

Dompak		Bea	t Feral B	aksu	И	Troop	Feral Br	ave		Elite
"Graceful sí. ferals"	ants	who accompany the			4				who rule the youngsters"	Тгоор
l Movement	6"	1	Movemen	t 8"			Movement	6"		
Combat	5		Combat	4	40	( )	Combat	2		( )
Support	1	Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T], Very Tough [S]	Support	1	Charge (2) [A], Instinctive (1, 1) [T [L], Powerful Charge [T], Transpo	], Pack (1) ort (1) [A]	Support	1	Captain (2) [L], Combat Trained Get 'em!" [A], Rider [T]	(1) [C],
Save	3+		Save	4+			Save	6+		
CR	6"		CR	3"			CR	3"		
Stamina	3						Stamina	1		
		CASANII FERAL 60	1. <b>E</b>		CASANII FERAL	Cost 45			CASANII FERAL	Cost 30
		ON Rakla Eli barely control the huge Troc		iran	ok Rider	Troop	Feral M "Ill tempere ferals"		tectors for the young	Beast Troop
Movement	8"	A STATE	Movemen	t 10'			, Movement	10"		
Combat	4		Combat	3			Combat	2		
Support	1	Aggressive (3) [T], Combat Trained (1) [C] Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint <sup>*</sup> (4) [A], Transport (1) [A]	Support	1	Instinctive (0, 1) [T], Pack (1) [L], Transport (1) [A]		Support	1	Combat Trained (1) [C], Pack (0) [	[L]
Save	4+		Save	5+			Save	5+		
CR	3"		CR	3"			CR	1"		
Stamina	2		Move 10"	Rae 8"	CS Slina 2 Light Weapon					
		CASANII FERAL 40	<b>K</b> iiiii		CASANII FERAL	Cost 25	1		CASANII FERAL	Cost 15
Feral Sliv "Hunting t		Troc rrey from afar"	TOM		107 rying to prove themselves"	Troop	Jakiin "The young	;est of	f Koí Koí s ferals"	Troop Unique
Movement	6"		Movemen	t 6"			Movement	6"		
Combat	1		Combat	2			Combat	2		
Support	1	Pack (1) [L], Rider [T]	Support	1	Pack (1) [L], Rider [T]		Support	1	Loyalty (Koi′Koi) [T], Pack (1) [L]	
Save	6+		Save	6+			Save	6+		
CR	1"		CR	1"			CR	2"		
	Rae 8"	Cs sling 2								
		Cost	1			Cost	1			Cost

Lek'Saa "More at h kín"	jome	Elite Unique Strichak than her	Lek'Saa "More at kín"		G <b>rishak</b> Elite with srishak than her <sup>Unique</sup>	LON OUU		Rakla Elite with srishak than her Unique
Movement		D THE	Movement			Movement		
Combat	2		Combat	3		Combat	4	
Support	1	Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em!' [A], Pack Hunter [C], Pathfinder	Support	1	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]	Support	1	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],
Save	6+	(4) [8]	Save	4+	Hunter [C], Pau/Inver (4) [5], Savage [C]	Save	4+	<ul> <li>Pathfinder (4) [S], Pounce (3) [C], Sprint* (4)</li> <li>[A], Transport (1) [A]</li> </ul>
CR	6"		CR	6"		CR	6"	
Stamina	1		Stamina	2		Stamina	2	
		CASANII FERAL 20	<b>1</b>		CASANII FERAL Cost 50			CASANII FERAL Cost 30

Casaníí - Steyar Seb'Ban Steyar "Most renonmed of the Onsegar Rivers" Elite Unique Movement 10" Combat - 5 Aggressive (3) [T], Captain (6) [L], Charge 1 (j) [A], Combat Discipline [C], Combat
 1 (j) [A], Combat Discipline [C], Combat
 Trained (2) [C], Commander [4] [L], Pounce
 (a) [C], Powerful [C], Very Tough [S] Support 3+ save 9" CR Stamina 4 Cost **Less** CASANII STEYAR 150

Delgon

Chree cards per row



Belderak Bombard Mechanical Object	Delgon Civilian Civilian	Delgon Creche Mother Civilian
MovementSpecial Combat – Support – Fuel [T], Heavy [T], Sturdy [T], Untrained [T], Very Tough <sup>+</sup> [S] Save 2+ CR –	Mozement 6" Combat 1 Support 1 Saze 6+ CR 2"	Movement 6" Combat 1 Support 1 Save 6+ CR 2"
Stamina 1 Move Rae CS Shell O" 12–24 2 Death From Above, Haphazard (4, 3), Operated (2), Powerful, "Cost DELGON CORE 25	Cost Delgon core 5	Cost Delgon core 5
Delgon Mechanic Troop	Delgon Sprog Troop	Delgon Sprog & Skerrat Troop
Movement 6" Combat 1 Support O Save 5+ CR 0.5"	Movement 6" Combat 1 Support 1 Save 5+ CR 3"	Movement 6" Combat 2 Support 1 Beast Handler (1) [L], Evasive [C], Ranger Save 5+ CR 3"
Cost DELGON CORE 15	Cost DELGON CORE 5	Move Rae Cs Skerrat 6" 5" 1 <sup>Bushwack, Light Weapon</sup> OELGON CORE 10
Delgon Sprog Gang Leader <sup>Troop</sup>	Delgon Sprog Skerrat Rider <sup>Troop</sup>	Delgon Standard Bearer Troop
Novement 6" Combat 1 Support 1 Save 5+ CR 3"	Mozement 8" Combat 2 Support 1 (2) [L], Ranger [T], Trainer (3, Gang(0)) [T] Saze 5+ CR 3"	Movement 6" Combat 1 Support 1 Save 5+ CR 9"
Move Rae CS Skerrat 6" 5" 1 Bushmack, Light Weapon Cost DELGON CORE 15	The second secon	The second const the se

Heavy	KalN	лаlog	Elite Mechanical	Heavy Deraks	Kali	Malog With	М	Elite iechanical	Heavy Gushra	Kali ks	Malog With	Eli Mechanic
Movement	3"	营		Movement	3"	1	K.		Movement	3"		
Combat	3	Cadre (1) [L], Fuel [T], Sprint* (	3) [A],	Combat	3				Combat	3		
Support	1	Unstable (3) [T], Very Tough" [	[S]	Support	1	Cadre (1) [L], Fuel [T], Unstable (3) [T], Very	Sprint* (3) [ <i>!</i> Tough* [S]	A],	Support	1	Cadre (1) [L], Fuel [T], S Unstable (3) [T], Very T	print* (3) [A], Tough* [S]
Save	3+			Save	3+				Save	3+		
CR	0.5"			CR	0.5				CR	0.5	n.	
Stamina Move	6 R <i>q</i> e	CS Guns		Stamina	6				Stamina	6		
O"	12"	2 Ferocity*, Long Rang shot*	ge* (6), Quick Cost	Move O"	R <i>q</i> e 12"	CS Guns 2 Long Range Powerful, sk		rive*,	Move O"	Rge blast	CS Gusbrak 3 <sup>Focus*</sup> , Intens Shot*	e Spray*, Quick
		DELGON CORE	50			DELGON COI		Cost 50			DELGON COR	E Cost 50
KalDrev "Ekte but h		ng bodyguardz"	Troop	KALDV01 "Stalmart		elíable boðyguarðs"		Troop	RALDIN "Devasta		effectíwe!"	Mechanic Troo
Movement	6"			Movement	6"				Movement	6"	Ŕ	Ā
Combat	2			Combat	2				Combat	1		
Support	2	Bodyguard [S], Combat Traine Defender [S], Initiative [S], Ran	ed (1) [C], re [T]	Support	1	Bodyguard [S], Defend Rare [T]	er [S], Initia	itive [S],	Support	0		
Save	5+			Save	4+				Save	5+		
CR	0.5"			CR	0.5				CR	0.5	n	
									мо <del>v</del> е 3"	Rge blast	CS Light Derak 3 <sup>Point Blank</sup>	
		DELGON CORE	Cost 20			DELGON COI	RE	Cost 15			DELGON COR	E Cost 20
KalDru "Unnvieloy,		ady at long range!"	Mechanical Troop	KalGar "Inexperien loyalty"		• unquestioning in their		Troop	KalGus "Seaved by		ds and enemies alike!"	Mechanic Troo
Movement	6"	all and a second		Movement	6"		Soul		Movement	6"		
Combat	1			Combat	2				Combat	1	and the second second	
Support	0			Support	1				Support	0	Gasmask [T], Persisten (3) [T], Vent* [A]	t [T], Safety Valv
Save	5+			Save	5+				Save	5+		
CR	0.5"			CR	0.5				CR	Ο"		
Stamina	3								Stamina	3		
Move O"	R <i>q</i> e 12"	CS Derakar 2 Long Range* (4), Qui	ick Shot*						моте 3"	Rae blast	CS Gushrak 2 <sup>Focus*</sup> , Wide	Spray*
		DELGON CORE	Cost 30			DELGON COI	RE	Cost 10			DELGON COR	E Cost 30

Kaljoran       Troop         "Greesious shock troopers who lead the charge"       Movement 6"         Movement 6"       Combat 2         Combat 2       Charge (I) [A], Defensive Line [C]         Support 1       Save 5+         CR 0.5"       O.5"	KalMalog       Elite         "Crampling all benearth their metal       Mechanical         Movement       8"         Combat       3         Support       1         Assassinate: [A], Cadre [1] [L], Combat         Trained (2) [C], Fuel [T], Overorize: [C], Sprint: (4) [A], Stamina Limit (3) [T]         saze       4+         CR       6"         Stamina       6	Elite Mechanical         Movement       Sill beneable their metal         Movement       8"       Separation       Separati
DELGON CORE 15	DELGON CORE 50	DELGON CORE     Cost     75
Elite "All must bow to the Enswit" Movement 8" Combat 1 Authority (4) [L], Protected (4) [T] Save 5+ CR 6"	NuraFefn Movement 6" Combat 1 Support 0 Save 5+ CR 0.5"	NuraKira     Efite       "Gor the Goost"     6"       Movement     6"       Combat     1       Authority (2) [L], Protected (2) [T]       sare     6+       CR     6"
Cost DELGON CORE 50	Cost DELGON CORE 15	Cost DELGON CORE 20
NuraKira Obal       Elite       Unique         "I aim only to bring peace to these lands"       Unique         Mozement       6"       Image: Combat 1         Combat       1       Image: Combat 2         Support       1       Protected (2) [T]         Sace       6+         CR       6"	NuraLehn       Troop         "The young Acolytes lead from the front         Movement       6"         Combat       1         Authority (1) [L]         Support       1         Save       6+         CR       6"	NUraSen       Elite         "All must bour to the Enervit"       Movement       6"         Movement       6"       Jacobian       I         Combat       1       Authority (4) [L], Protected (4) [T]       I         Support       1       CR       6"
DELGON CORE 30	DELGON CORE 15	DELGON CORE 40

	1 G0/17al of a sharp but callous mind"	Elite Unique	NuraSev "T«hnolozy		1t0M re route to víctory!"	Elite Unique	NuraTic	ı Ol	bal	Elite Unique
Movement	6"		Movement	6"	YAN A		Movement	6"	-	
Combat	1		Combat	1			Combat	1		
Support	Authority (4) [L], Protected (4) [T], 1 Tactician" [S]		Support	1	Authority (4) [L], Protected (4) [ (3) [A], Tune Up [A]	T], Refuel*	Support	1	Authority (4) [L], Diplomat (Em Influential (2) [S], Protected (2) [	
Save	6+		Save	5+			Save	6+		
CR	6"		CR	6"			CR	6"		
Stamina	2		Stamina	2						
		Cost 50			DELGON CORE	Cost 60			DELGON CORE	Cost 60

$\mathcal{L}$	)	ilgon - Q	)eb,	٢.	<ul><li>n</li></ul>					
Dehran "The 500 e		Enarii Dhogu nomads" Unique	1 Kalbon		Tre of Debran"	юр	NuraSei	1 To		Elite nique
Movement	, .		Movement		a second		Movement	8"	<u>Se</u>	
Combat	5		Combat	2			Combat	2		
Support	0	Assassinate <sup>.</sup> [A], Combat Trained (2) [C], Critical [T], Impetuous [T], Pomerful [C], Protected (4) [T], Unstoppable [T], Very	Support	2	Combat Trained (1) [C], Loyalty (Dehran [T], Ranger [T], Rare [T], Retinue (Dehra [T], Sprint* (4) [A]	n) an)	Support	1	Authority (4) [L], Commander (4) [L], Favoured Allies (Teral) [T], Protected [T], Very, Tough <sup>*</sup> [S]	(2)
Save	3+	Tough [5]	Save	5+			Save	4+	, , ,	
CR	12"		CR	0.5	n		CR	6"		
Stamina	5		Stamina	Specia	al		Stamina	1		
	D	ELGON DEHRAN 120	<b>E</b>	D	DELGON DEHRAN 20			D	ELGON DEHRAN 50	

D	elgon - Elz	reyn	
Eldeyn The	Gardener Enarii Unique		
Movement 10"			
Combat 4			
Support O	Commander (4) [L], Critical [T], Powerful [C], Unstoppable [T], Very Tough <sup>.</sup> [S]		
save 3+			
CR 12"			
Stamina 5			
🐲 D	ELGON ELDEYN 80		

Delgon - Garabon

NuraGa	an Largos		Elite Unique
Movement	8"		
Combat	2		
Support	Authorit 1 Protected	y (4) [L], Commander ( ) (4) [T]	4)[L],
Save	4+		
CR	6"		
	DELGON	N GARABON	Cost 60

Delgon - Malog

Malog			Enarii Mechanical
			Unique
Movement	12"		
Combat	6		
Support	0	Cadre (4) [L], Combat Trained Critical [T], Ferocity <sup>,</sup> [C], Pow Unstoppable [T], Very Tough <sup>,</sup>	(2) [C], erful [C],
Support		Unstoppable [T], Very Tough	[S]
Save	3+		
CR	12"		
Stamina	6		
stamma	0		
<b>LEON</b>	Γ	DELGON MALOG	Cost 150

Delgon - Roban

Roban		Enarii
	with hatred for the devanu"	Unique
Movement	10"	
Combat	5	
Support	Combat Trained (2) [C], Com O [L], Critical [T], Mighty Blow Powerful [C], Unstoppable [T]	nander (4) [C], Varn
Save	Tough [S]	, very
CR	12"	
Stamina	5	
	DELGON ROBAN	Cost 200

Devanu

Chree cards per row

Devanu - Arak

Arak Ra "I shall kill	Itain 1 one of their zoðs!"	Elite Unique
Movement	10"	
Combat	6	
Support	Agility [T], Alpha [T], Assass O Combat Discipline* [C], Com [L], Momentum [S], Very To	inate" [A], mander (4) ugh" [S]
Save	4+	
CR	12"	
Stamina	6	
	DEVANU ARAK	Cost 200



Devanu "Кееріпз the	Eggstick ír ezzs safe and close"	Egg Elite Object		1 Hatchling oungest of hatchlings can be	Jenta	Devanи Ко "Masters of th killing"	190 : art of hunting and	Elit
Movement Combat	- 1		Movement	8"		Movement 10		à
Support	<ul> <li>Concealed [T], Untrained [T], U</li> </ul>	Jnwieldy	Combat	2 Agility (T), Ferocity <sup>•</sup> (C), Siblin	ıg [C]	Combat 6	Agility [T], Alpha [T], Assass	inate" [A],
Save	[T] 4+		Support	1 5+			Combat Discipline* [C], Dodg [C], Leap* (4) [A], Packmaster Sprint* (5) [A]	
CR	O"		Save CR	3"		Save 4+		
			Stamina	1		stamina 6		
	DEVANU CORE	Cost 5		DEVANU CORE	Cost 20		DEVANU CORE	Cost 150
	Kopa Beastmaster vanu never do develop a proper obeir kin"	Elite		Kopa Ranger of the art of hunting and	Elite		PPA RAVAGEr art of hunting and	Elit
Movement	10"		Movement	10"		Movement 10	"	)
Combat	6		Combat	6		Combat 6		
Support	Agility [T], Alpha [T], Beast Ha 2 [L], Charge (2) [A], Dodge [C], I [C], Leap (4) [A], Pack Hunter Instinct [C], Trainer (1 Wild Ci	Ferocity* [C], Pack	Support	Agility [T], Alpha [T], Assassin 2 Combat Discipline <sup>•</sup> [C], Dodge <sup>•</sup> [C], Leap <sup>•</sup> (4) [A], Packmaster (. Sprint <sup>•</sup> (5) [A]	[C], Feint*		Aggressive (3) [T], Alpha [T], Combat Discipline <sup>*</sup> [C], Dodg Packmaster (4) [L], Pounce (3) [A], Unstoppable [T]	e* [C],
	4+ Loyalty\Devanu Kopa Beastm	aster)) [T]	Save	4+		save 4+		
CR Stamina	12" 6		CR Stamina	12" 6		CR 12 Stamina 6		
	DEVANU CORE	Cost 150	K MARK	DEVANU CORE	Cost 150		DEVANU CORE	Cost 150
"Masters o	Kopa Warmonger f the art of hunting and	Elite		Matriarch rotative of their young"	Elite		MPA r Kopa with absolute	Elii
killing" Movement	8"		Movement	10"		trust" Movement 10	"	r.
Combat	6		Combat	5		Combat 5		
Support	Agility [T], Alpha [T], Assassin 2 Combat Discipline <sup>*</sup> [C], Packma Powerful [C], Sprint <sup>*</sup> (4) [A], UI	aster (4) [L],	Support	Agility [T], Assassinate <sup>•</sup> [A], Cu 2 Discipline <sup>•</sup> [C], Dodge <sup>•</sup> [C], Feir Maternal [C], Matriarch (4) [L	1t* [C],	Support 2	Agility [T], Assassinate* [A], 1 Handler (2) [L], Combat Disc Dodge* [C], Feint* [C], Sprint*	ipline* [C],
Save	(T), Very Tough [S] 4+		Save	4+ <sup>[A]</sup>		Save 4+		
CR	12"		CR	12"		CR 12	"	
Stamina	6		Stamina	5		Stamina 5		
	DEVANU CORE	Cost 150	<b>1</b>	DEVANU CORE	Cost 100		DEVANU CORE	Cost 100

Grisbak "Silent and			ast Grisbal "The vicio	15 you	ItA angsters are still	Beast	Grishak "Hulkíng		PA ervible beasts!"	Beast Elite
Movement	10"	224	dangerous! Movement				Movement	10'		
Combat	2	Charge (2) [A], Pack (1) [L], Pack Hunter	Combat	2	Pack (1) [L], Pack Hunter [C], Ut	ntrained	Combat	3	Charge (2) [A], Grishak Trai	ner (2, Pack
Support		[C], Savage [C]	Support	1	[T]	nu unico	Support		Instinct) [T], Pack (2) [L], Pac Pack Instinct [C], Powerful [	k Hunter [C], C]
Save CR	4+ 3"		Save	5+			Save CR	3+ 6"		
Cit	J		CR	1"			CIX	U		
1		DEVANU CORE 25			DEVANU CORE	Cost 15			DEVANU CORE	Cost 50
Jenta Ha "More at h devanu"			lite 1ta "Young de síblings"		CV niho fizht close to their	Elite Jenta	Jenta Sp "Hurkn <del>s</del> prey"		s scavengeð from their	Elite Jenta
Movement	8"	a a a a a a a a a a a a a a a a a a a	Movement	8"			Movement	8"	-	k.
Combat	4		Combat	4		(O) P.1.4	Combat	4		
Support	1	Agility [T], Beast Handler (2) [L], Feroci [C], Leap* (4) [A], Pack Hunter [C]	Support	1	Agility [T], Combat Discipline* [C], Ferocity* [C], Leap* (4) [A], I Strike [C], Sibling [C]	(C), Feint Rapid	Support	1	Agility [T], Ferocity* [C], Lec	1p" (4) [A]
Save	5+		Save	5+			Save	5+		
CR	6"		CR	6"			CR	6"		
Stamina	3		Stamina	3			Stamina Move	3 Rge	CS Spear	
		Cost				Cost	8"	8"	2 Focus*, Light Weay Range* (4)	von, Long Cost
		DEVANU CORE 50			DEVANU CORE	50			DEVANU CORE	50
KOSOK "Castíng a f	fearfi	d shadow over their prey"	ast							
Movement	12"	The second secon								
Combat	1	<u> </u>								
Support	3	Aggressive (3) [T], Charge (2) [A], Evasia [C], Flit [C], Flying [T], Solo [T]	ve							
Save	6+									
CR	6"									
		DEVANU CORE 25								



Alpha O "Desperate	Utcast Elite leaders of the young outeasts" Jenta		beasts that prond the Argoran	Koi'Koi Elite "Venerated by young devanu and Perals akke"
Movement	8"	Movement	8"	Movement 6"
Combat	4	Combat	6	Combat 4
Support	Agility [T], Alpha [T], Charge (2) [A], 1 Combat Discipline [C], Dodge [C], Ferocity [C], Leap (4) [A], Outcast [T],	Support	Aggressive (3) [T], Instinctive (4, 2) [T], O Pounce (3) [C], Powerful [C], Untrained [T], Very, Tough [S], Wild Animal [T]	Combat Discipline <sup>*</sup> (CJ, Commander (2) Support 1 [LJ, Coward [T], Faz·oured Allies (Casanii Feral) [T], Inspire [T], Outcast [T],
Save	5+	Save	3+	Save 5+
CR	6"	CR	6"	cr 6"
Stamina	4	Stamina	2	Stamina 3
	DEVANU OUTCASTS 75		DEVANU OUTCASTS Cost 100	DEVANU OUTCASTS 75

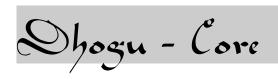
Devanu - Car Kisael

Acorri Deyirn	<sup>Civilian</sup> Deyr	irn Light Cavalry	Troop	Deyirn Militia	Troop
Movement     6"       Combat     2       Support     1	Mover Com Supp			Movement 6" Combat 2 Support 1	x
save 5+	Sat	<u></u>		save 5+	
cr 6" Tevanu tar kisael	Cr Moz 10' Cost 20	ve Rae CS Spear	L Cost L 20	cr 6" Tor devanu tar kisael	Cost 10
Deyirn Militia Captain	<sub>Elite</sub> Dey Capt	irn Mounted Militia tain	Elite	Deyirn Mounted Reyad	Elit
Movement       6"         Combat       3         Combat       3         Support       2         Save       5+         CR       6"         stamina       1	[ine* [C],	Captain (8) [L], Combat Diso port 2 Combat Trained (2) [C], Coc Strike <sup>*</sup> [A], Defender [S] ve 5+ R 6"	rdinated (	Movement 10" Combat 3 Support 1 Save 5+ CR 6" Stamina 1 Move Rae CS Staff Slina 3" 18" 2 Accurate, Quick Spo DEVANU TAR KISAEL	t" Cost
Deyirn Reyad	<sup>Elite</sup> Deyr	irn Slinger	Troop	Fubarnii Slave	slav
Movement 6" Combat 3 Support 1 Save 5+ CR 6" Stamina 1	Com	vort 1 ve 6+		Movement 6" Combat 1 Support 1 Save 6+ CR 2"	T]
Move Rae CS Staff Sling 3" 18" 2 <sup>Accurate, Quick Shot</sup>	, Moz 3" Cost 40	re Rae CS Staff sling 18" 2 DEVANU TAR KISAE	L Cost L 15	🐲 devanu tar kisael	Cost

Jenta En	1slaver Elite Jenta	Tar-Kisael	Elite Unique	Trisate	Elite
Movement Combat	8" 4	Movement IC Combat 6		Movement Combat	6" 3
Support Save	Agility [T], Ferocity' [C], Leap' (4) [A], 1 Slaver (6) [T], Trainer (3, Slaver(2)) [T], Trainer (3 Slaves, Loyalty(Slaver)) [T] 5+	Support 2 Save 5+	Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]	Support Save	Aggressive (3) [T], Charge (1) [A], Pack (1) 1 [L], Pack Hunter [C], Pounce (3) [C], Retinue (Jenta Enslaver) [T], Savage [C], Sprint* (4) [A], Vengeance (Trisate) [T] 5+
CR	6"	CR 12		CR	6"
Stamina	3	stamina 6		Stamina	1
	DEVANU TAR KISAEL 50	🥡 D.	EVANU TAR KISAEL <sup>Cost</sup> 175		DEVANU TAR KISAEL 40



Chree cards per row



Darseni		Ti	roop	Darseni	Caj	ptain Eli	<b>1 1</b>	Dhogu A Snippin <del>s</del> f		ev Elite the snonidrifts''
Movement	8"			Movement	8"		Ν	Iovement	6"	A A
Combat	3			Combat	4			Combat	2	
Support	1	Charge (1) [A], Combat Trained (1) [C], Ranger [T]		Support	2	Captain (6) [L], Charge [1] [A], Combat Discipline <sup>•</sup> [C], Combat Trained (1) [C], Ranger [T]		Support	1	Captain (6) [L], Combat Trained (1) [C], Concentrated Fire* [A], Ranger [T]
Save	4+			Save	4+	J		Save	5+	
CR	6"			CR	6"			CR	6"	
				Stamina	1			Stamina	1	
								моvе 3"	Rae 9"	CS Bow 2 Accurate
COP I		DHOGU CORE 30				DHOGU CORE 80	ų	<b>Here</b>		DHOGU CORE 40
Dhogu В "The first t arrows"		Ti know is the bite of our	гоор	Dhogu C "We shall t		AIN Eli n obese difficulo ovinces''	1	bhogu S Born to tl		
Movement	6"			Movement	6"		Ν	1ovement	6"	×
Combat	2			Combat	3			Combat	2	
Support	1	Ranger [T]		Support	2	Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Ranger [T]		Support	1	Combat Trained (1) [C], Ranger [T]
Save	5+			Save	5+			Save	5+	
CR	6"			CR	6"			CR	6"	
				Stamina	1					
моте 3"	R <i>q</i> е 9"	CS Bow 2 Accurate								
	-	DHOGU CORE 15	t			DHOGU CORE 40	ų			DHOGU CORE 15
Dhogu S	pro	) Ti	roop	Dhogu S	pro	9 & Skerrat Tro	<sup>op</sup> I	Shogu S	proe	g Gang Leader Troop
Movement	6"	A		Movement	6"		N	lovement	6"	
Combat	1			Combat	2			Combat	1	
Support	1	Beast Handler (1) [L], Evasive [C], Ran [T]	ıger	Support	1	Beast Handler (1) [L], Evasive [C], Range [T]		Support	1	Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]
Save	5+			Save	5+			Save	5+	
CR	3"			CR	3"			CR	3"	
				моvе 6"	Rge 5"	CS Skerrat 1 Bushwack, Light Weapon		моvе 6"	Rge 5"	CS Skerrat 1 Bushwack, Light Weapon
		DHOGU CORE 5	t			DHOGU CORE 10	ų			DHOGU CORE 15

Dagues	1440	g Skerrat Rider Troop	Dagu	<b>F</b> # 01	nnev Elite	Dhogu V	Nar	lord Elite
Diyogu Sj	pro	g Skerral Riber 1100p	Dhogu ]		pper he mountains to provide"			úng, but næ shall
Movement	8"		Movement	,	ye mountains to provide	remain!" Movement		
Combat	2		Combat	3		Combat	4	
Support	1	Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]	Support	1	Beast Handler (6) [L], Combat Trained (2) [C], Coordinated Strike <sup>•</sup> [A], Pathfinder (6)	Support	2	Captain (6) [L], Charge (2) [A], Combat Discipline* [C], Combat Trained (2) [C],
Save	5+		Save	5+	[S], Ranger [T], Solo [T]	Save	- 4+	Powerful Charge [T], Ranger [T]
CR	3"		CR	6"		CR	 9"	
			Stamina	1		Stamina	2	
			мо <del>г</del> е З"	R <i>q</i> e 0"	CS Bow 2 Accurate	Stamma	2	
1. Contraction of the second s		DHOGU CORE 20		,	DHOGU CORE 40	1. COM		DHOGU CORE Cost 100
		lard an East Elite			Beast Beast			
Дноди ∨	Vai	lord on Foot Elite	Domesti	cate	eð Martram <sup>Beast</sup>	Domesti	cate	eo Senira deasi
Movement	6"		Movement	6"		Movement	8"	
Combat	4		Combat	5		Combat	2	
Support	2	Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Ranger [T]	Support	0	Instinctive (1, 3) [T], Obstructing [T], Unstoppable [T], Untrained [T], Vehicle (2) [T], Very Tough [S]	Support	1	Instinctive (0, 1) [T], Ranger [T]
Save	5+		Save	3+		Save	4+	
CR	6"		CR	6"		CR	6"	
Stamina	2		Stamina	3				
		DHOGU CORE 60			DHOGU CORE 50			DHOGU CORE 10
Domestic	cate	ed Yirnak <sup>Beast</sup>	Rimut A	ker	AN Elite Unique	Kimut T	Tikad	אר Elite Unique
Movement	8"	A Company	Movement	8"		Movement	8"	
Combat	3		Combat	5		Combat	5	
Support	1	Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]	Support	2	Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Ranger [T]	Support	2	Captain (6) [L], Charge (2) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Powerful Charge [T],
Save	4+		Save	5+	. u	Save	4+	Ranger [T]
CR	6"		CR	6"		CR	6"	
			Stamina	2		Stamina	2	
		DHOGU CORE 15			DHOGU CORE 100	<b>T</b>		DHOGU CORE 150

Megla T	гhе 1	Kind	Civilian	Setir Ske "Resourcef		e creatures"	Beast Troop	Tak Siva "Born to re mountains"	·	with the beasts of the	Elite Unique
Movement	6"			Movement	10"			Movement	6"	The second	
Combat	1			Combat	1			Combat	3		
Support	1	Untrained [T]		Support	1	Evasive [C], Ranger [T]		Support	0	Beast Handler (8) [L], Combat Tra [C], Favoured Allies (Yartain) [T], [T], Storm Summoner <sup>*</sup> [A], Terrain	Ranger
Save	6+			Save	6+			Save	4+	Snowdrifts) [T]	1 (2)
CR	2"			CR	6"			CR	12"		
								Stamina	3		
1. <b>A</b>		DHOGU CORE	Cost 5			DHOGU CORE	Cost 15 for 2	<b>1</b>		DHOGU CORE	Cost 60
Tarku E	Dron	па	Elite Unique	Yirnak ( "Leading t shaggy yirr	be raí	tain ders from atop the	Elite	Yirnak I "Coul temp		Y casts and riders!"	Troop
Movement	6"			/ 55/ /							
		2 m		Movement	8"	2		Movement	8"		
Combat	3	Z		Movement Combat	8" 4			Movement Combat	8" 3		
Combat Support	3	Captain (6) [L], Combat Disciplin Combat Trained (1) [C], Concent [A], Ranger [T]			4	Captain (6) [L], Charge (2) [A], C( Discipline <sup>*</sup> [C], Combat Trained Powerful Charge [T] Rauger [T]	(1) [C],		3	Charge (2) [A], Combat Trained (1 Powerful Charge [T], Ranger [T]	[C],
	3	Combat Trained (1) [C], Concent		Combat	4	Captain (6) [L], Charge (2) [A], Cd Discipline <sup>*</sup> [C], Combat Trained Powerful Charge [T], Ranger [T]	(1) [C],	Combat	3	Charge (2) [A], Combat Trained (1 Powerful Charge [T], Ranger [T]	[C],
Support	3 2	Combat Trained (1) [C], Concent		Combat Support	4 2	Discipline* [C], Combat Trained	(1) [C],	Combat Support	3	Charge (2) [A], Combat Trained (1 Powerful Charge [T], Ranger [T]	[C],
Support Save	3 2 5+	Combat Trained (1) [C], Concent		Combat Support Save	4 2 4+	Discipline* [C], Combat Trained	(1) [C],	Combat Support Save	3 1 4+	Charge (2) [A], Combat Trained (1 Powerful Charge [T], Ranger [T]	) [C],
Support Save CR	3 2 5+ 9"	Combat Trained (1) [C], Concent		Combat Support Save CR	4 2 4+ 6"	Discipline* [C], Combat Trained	(1) [C],	Combat Support Save	3 1 4+	Charge (2) [A], Combat Trained (1 Powerful Charge [T], Ranger [T]	) [C],

Empire

Chree cards per row

Empire - Ardaug

Tanaris "The Herro	Zelehn ver Queen"	Elite Unique
Movement	8"	
Combat	A SHORE OF A	
Support	Captain (6) [L], Combat Train 1 Commander (4) [L], Inspire [T	ed (2) [C], ]
Save	4+	
CR	6"	
Stamina	2	
	EMPIRE ARDAUG	Cost 75

## Empire - Core

Trebarnii Brute Slave Beast slave	Trebarnii Goader Slave <sup>slave</sup>	Trebarnii Howler Slave <sup>slave</sup>
Movement 6" Combat 4 Support 1 Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C], Unruly [T], Untrained [T] Save 3+ CR 2"	Movement 6" Combat 2 Support 1 Prod (1, 3) [A], Ranger [T], Unruly [T], Save 5+ CR 6"	Movement 6" Combat 1 Aggressive (3) [T], Surefooted [T], Bomber Support 1 [A], Efit [C], Ranger [T], Rider [T], Unruly [T], Untrained [T] Save 6+ CR 12" Move Rae CS Throw Stones
Cost EMPIRE CORE 30	Cost EMPIRE CORE 15	6" 6" 2 Cost EMPIRE CORE 15
	Trebarnii Warrior Slave <sup>slave</sup>	
Movement 6" Combat 1 Ranger [T], Unruly [T], Untrained [T] Save 5+ CR 6"	Movement 6" Combat 2 Support 1 Save 5+ CR 6"	Novement 6" Combat 5 Support O Instinctive (1, 3) [T], Swim (4) [A], Very Save 3+ CR 6" Stamina 2
Cost EMPIRE CORE 5	Cost EMPIRE CORE 10	Cost EMPIRE CORE 50
Apprentice Rahkirii <sup>Civilian</sup>	Ashti Beast	Atoran Burh Civilian "Respected expert in all things aquatic" Unique
Movement G" Combat 1 Assistant [T], Bodyguard [S], Rare [T] Support O Save 5+ CR 0.5"	Movement 8" Combat 1 Support 1 Save – CR 3"	Movement 4" Combat 1 Beast Handler (2) [L], Confuse [A], Swim Support O (4) [A], Travelling Biologist (2) [T] Save 5+ CR 6" Stamina 1
Cost EMPIRE CORE 10	Cost EMPIRE CORE 5	Cost EMPIRE CORE 20

Automat "Oanscrou		Mecha nstable and explosive?"	inical	Baruk "Нагоп be	asts v	vho can carry fuze loads"	Beast	Batty			Bea
Movement	/	ed de		Movement				Movement	8"		
Combat	1			Combat	3			Combat	1	(	
Support	1	Fuel [T], Gasmask [T], Loyalty (Below dre Hearne) [T], Overdrive* [C], Spriv (4) [A], Unstable (0) [T], Untrained [T	1t.	Support	1	Instinctive (0, 2) [T]		Support		Critter (1) [L], Evasive [C], Flying [T Passive [T]	],
Save	6+	Vent <sup>•</sup> [A]		Save	3+			Save	_		
CR	O"			CR	6"			CR	6"		
Stamina	3										
		EMPIRE CORE O		1		EMPIRE CORE	Cost 20			EMPIRE CORE	ost 5
Belan						l HEANNE learne, creatíve and	Civilian Unique	Bridled E	enuk		Be
coulon t t elan"	urn 2	r profit nvithout my		Belomoch danzerous		Learne, creative and		"Enuk are si	turdy	anð relíable beasts" 🌮	
Movement	6"			Movement	6"			Movement	10"		
Combat	5			Combat	1	See.		Combat	2		
Support	0	Instinctive (1, 3) [T], Unstoppable [T], Vehicle (1) [T], Very Tough* [S]		Support	1	Creator (2, Belomoch dre Hearn Refuel <sup>.</sup> (3) [A]	ie) [T],	Support	0	Instinctive (0, 1) [T]	
Save	3+			Save	6+			Save	4+		
CR	6"			CR	6"			CR	6"		
Stamina	3			Stamina	2						
		EMPIRE CORE 50		<b>N</b>		EMPIRE CORE	Cost 30	(		EMPIRE CORE	
Captain "The Crime		1111	Elite nique	Casan Z "Small 2	Lavi 	ЧИИИ ibily annoyíng"	Beast	Casanii : "Hizhly so		t fter across the Empire!" <sup>U</sup>	E Jni
Movement	6"			Movement	6"			Movement	6"	×	
Combat	3	A CALL		Combat	1			Combat	3		
Support	2	Captain (8) [L], Combat Discipline <sup>•</sup> [C Combat Trained (2) [C], Coordinated Strike <sup>•</sup> [A], Defender [S]	i),	Support	1	Dug In [T], Critter (1) [L], Evasi Passive [T]	ve [C],	Support		Beast Handler (2) [L], Ranger [T], Sol Sprint* (4) [A]	0[
Save	5+			Save	5+			Save	3+		
CR	6"			CR	1"			CR	6"		
Stamina	1							Stamina	2		
									Rae 18''	CS Lonabow 2 Accurate, Focus*, Long Ran (6), Quick Shot*	0
Tolici Ris		EMPIRE CORE 50				EMPIRE CORE	Cost 5			EMPIRE CORE $\frac{ca}{30}$	

Chatik		Beast	Chatik J	ient <i>c</i>	1	Beast	Chiila "Small… a	nð m	ibly annoying"	Beast
Movement 6" Combat 1 Support 1 Save 6+ CR 3"	Pack (1) [L]		Movement Combat Support Save CR	6" 1 - 3"	Evasive [C], Pack (1) [L]		Movement Combat Support Save CR		Critter (1) [L], Evasive [C], Passia	ve [T]
×@	EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 5 for 2			EMPIRE CORE	Cost 5
City Watch		Тгоор	Civilian "Larmers,		ns, and labourers"	Civilian	Comman	10er	' Brenar	Elite Unique
Movement 8"			Movement	6"	PA		Movement	6"		
Combat 3			Combat	1			Combat	4		
Support 1			Support	1	Untrained [T]		Support	2	Captain (8) [L], Combat Disciplin Combat Trained (2) [C], Comman [L], Inspire [T], Very Tough <sup>*</sup> [S]	ие* [С], идеr (4)
save 4+			Save	6+			Save	4+	, , , , ,	
cr 6"			CR	2"			CR	6"		
							Stamina	2		
	EMPIRE CORE	Cost 20			EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 100
Councillor		Civilian	Critter "Small i	mð mi	loly annoying"	Beast	Danakar "Inseparable		n Murí"	Civilia Uniqu
Movement 6"	k		Movement				Movement	,		
Combat 1	-WK		Combat	1			Combat	1		
Support 1	Commander (2) [L], Coward [T], Influential (3) [S]		Support	1	Critter (1) [L], Evasive [C], Pass	ive [T]	Support	0	Captain (2) [L], Commander (1) [I Diplomat (Delgon) [T], Proud [T]	L],
save 6+			Save	_			Save	6+		
CR 3"			CR	3"			CR	3"		

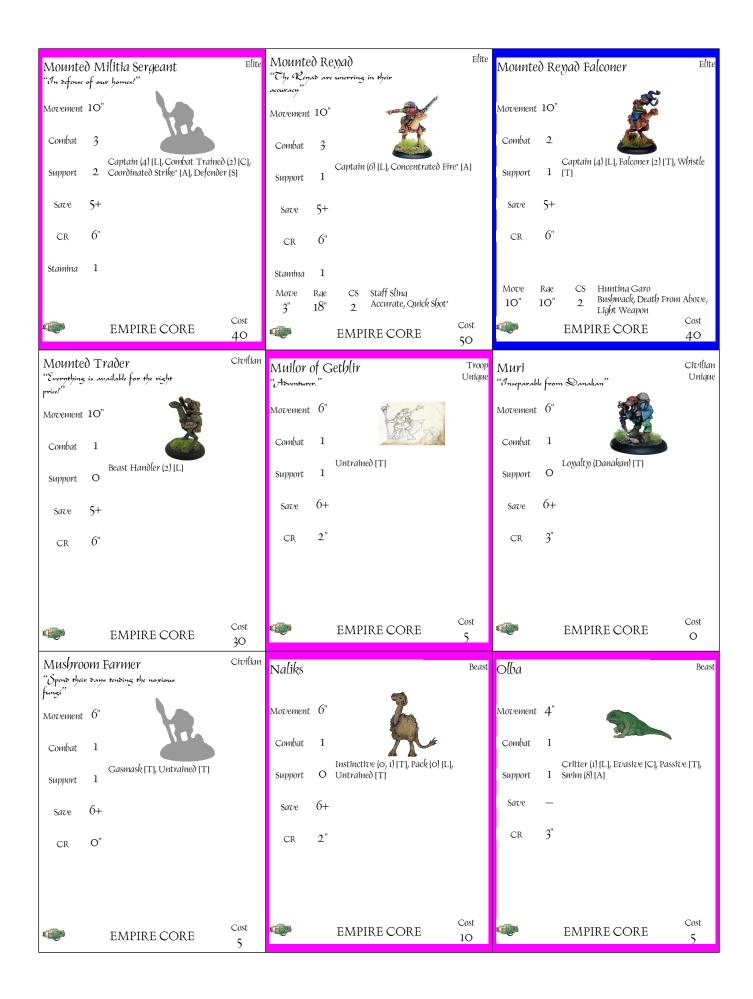
Denuk <sup>Be</sup>	<sup>st</sup> Deyak Alora	Beast Dibmok Bea. "Tolerated by the traders"
Mozement 8" Combat 1 Support O Saze 6+ CR 6"	Movement6"Combat1Support1Save6+CR3"	Mozement 8" Combat 1 Critter (1) [L], Evasive [C], Passive [T] Support 1 Save – CR 3"
EMPIRE CORE 5	EMPIRE CORE	Cost EMPIRE CORE 5
Displaced Engu Tro	<sup>pp</sup> Displaced Engu Harpoon	Troop Displaced Engu Oar Troo
Movement 6"	могетеп б"	Movement 6"
Combat 2 Powerful [C], Sea Legs [T]	Combat 2 Eess [T]	Combat 2. Pitch (1) [C], Sea Legs [T]
Support 1	Support 1	Support 1
save 4+	save 4+	save 4+
cr 6"	cr 6"	cr 6"
EMPIRE CORE	Move Rae CS Harpoon 3" 9" 2 Accurate, Powerful	Cost EMPIRE CORE
Distinguished Rahkirii Civil	n Elakiim	Troop Unique Elder Civilia
Movement 6"	"Postic of the Emperor's Imperial Postal Service"	" now, what was it doing?" Unique Movement 6"
Combat 1	Movement 10"	Combat 1
Engineer (1) [L], Contraption (1) [S], Mas		Captain (4) [L], Commander (4) [L], Support O Tactician** [S], Venerated [T]
sarve 5+	Support 1	save 5+
cr 6"	save 5+ cr 6"	CR 2"
stamina 1	CR 0	stamina 2
Cost EMPIRE CORE 40	I EMPIRE CORE	Cost EMPIRE CORE Cost 20

Elder Bel "Ponderous		Rider Civil Ikrs of Anyaral"		nginee If I can	r Be ust fi	VU × a ferv mínor zlítehes…"	Civilian Unique	ЕНИК "Enuk are st	turdy	and reliable beasts"	Beast
Movement				ovement				Movement		~	
Combat	5			Combat	1			Combat	2		
Support	0	Commander (4) [L], Instinctive (0, 2) [T Proud [T], Unstoppable [T], Venerated [ Very Tough [S]	, [], s	Support	0			Support	0	Instinctive (0, 1) [T]	
Save	3+			Save	5+			Save	5+		
CR	4"			CR	6"			CR	6"		
Stamina	3		1		Rae blast	CS Experimental Derak 4 Point Blank					
		EMPIRE CORE 50	×.	•		4 EMPIRE CORE	Cost 30			EMPIRE CORE	Cost 10
Enuk No "Smili ar ct		S Be and reliable beasts"	<sup>ist</sup> Ei	rigan			Beast	Exotic P	et N	Aerchant	Civilian
Movement	/		М	ovement	6"	the P		Movement	6"		
Combat	2		(	Combat	5			Combat	1		
Support	0	Instinctive (O <sub>1</sub> 1) [T]	s	Support	0	Instinctive (1, 3) [T], Unstoppable Very Tough* [S]	e [T],	Support	0	Slaver (4) [T], Trainer (2, Slaver Trainer (2 Slavers, Loyalty(Slav	(1)) [T], ver)) [T]
Save	5+		L	Save	3+			Save	5+		
CR	6"		L	CR	6"			CR	6"		
			s	itamina	3						
<b>E</b>		EMPIRE CORE 10	R C			EMPIRE CORE	Cost 50			EMPIRE CORE	Cost 40
Exotic Pe	et T	Trader Civil	<sup>an</sup> F1	reedow	ı Fig	hter Muri	Elite Unique	Fubarnii	Jen	ta	Civilian
Movement	6"		М	ovement	6"			Movement	6"		
Combat	1		¢	Combat	2			Combat	1		
Support	0	Slaver (2) [T]	s	Support	1	Captain (2) [L], Commander (1) [I Favoured Allies (Casanii) [T], In (1) [S], Inspire [T], Tactician** [S]	L], fluential	Support	1	Untrained [T]	
Save	5+			Save	6+	,		Save	6+		
CR	6"		L	CR	6"			CR	2"		
			s	itamina	2						
		EMPIRE CORE 20	s.			EMPIRE CORE	Cost 40	1		EMPIRE CORE	Cost 5

Gil Masha "This particul	AV[ ar species is most unusual!"	Civilian Unique	Graabin	Beast	Grenird The Great	Troop Unique
Movement C Combat Support C Save 5	5" 1 Beast Handler (2) [L], Confuse [4 Travelling Biologist (2) [T] 5+	Δ],	Moreenent6"Combat2Support1saree4+CR6"		Movement ? Combat ? Support ? Save ? CR ?	
1	EMPIRE CORE	Cost 20		Cost 10	EMPIRE CORE	Cost ?
Support Save 5		Beast		Civilian Unique	Head Trader "Everything is available for the visit price!" Movement 6" Combat 1 Beast Handler (2) [L], Captain (2)] Support O Save 5+ CR 6"	Civilian [L]
<b>L</b>	EMPIRE CORE	Cost 15	EMPIRE CORE	Cost 5	EMPIRE CORE	Cost 20
Movement C Combat : Support C Save 5 CR C	No.	Civilian Unique ts <sup>.</sup> [5]	Jaldoa Mozement 6" Combat 4 Support 1 Instinctive (1, 2) (T), Unstoppable ( Support 1 Untrained (T), Very Toughr (S) Save 4+ CR 6" Stamina 2	Beast T],	Jalook Movement 8" Combat 1 Support 1 Swim (8) [A] Save — CR 3"	Beast e [T],
<b>L</b>	EMPIRE CORE	Cost 30		Cost 40	I EMPIRE CORE	Cost 5

Jalook Hatchling Beast	Jarla The Trader	Jaron Kotya Civilian
Movement 8" Combat 1 Critter (1) [LJ, Evasive [C], Passive [T], Support 1 Swim (8) [A] Save – CR 3"	Movement 6" Combat 5 Support O Favoured Allies (Casanii) [T], Instinctive (0, 2) [T], Proud [T], Trainer (4, Retinue[Jarla The Trader)] [T], Save 3+ Unstoppable [T], Verg Tought [S] CR 4" Stannina 3	"Grovs Councillor" Movement 6" Combat 1 Support 1 [T] Save 6+ CR 3"
Cost EMPIRE CORE 5	Cost EMPIRE CORE 50	Cost EMPIRE CORE 20
Jomdi Civilian Movement 6" Combat 1 Support 1 Save 6+ CR 6" Stamina 2	Kobruna Beast Movement 10" Combat 2 Support O Save 5+ CR б"	KO[ Beast "Small and miloly annoying" Movement 8" Combat 1 Combat 1 Critter (1) [L], Evasive [C], Passive [T] Support 1 Save — CR 3"
Cost EMPIRE CORE 30	Cost EMPIRE CORE 10	Cost EMPIRE CORE 5
Ladyy Ilreya drah Telir Civilian "Terali Councillor" Movement 6" Combat 1 Support 1 [T] save 6+ CR 3"	Light Cavalry, Troop "Born to the snools!" Movement 10" Combat 3 Support 1 Save 5+ CR 6" Move Rge CS Spear 10" 4" 3 Light Weapon	Lord Kaliran of the Amethyst Civilian Jiara "Enipel Councillor" Movement 6" Combat 1 Coward [T], Influential (3) [S], Untrained Support 1 [T] Save 6+ CR 3"
EMPIRE CORE 20	EMPIRE CORE 20	EMPIRE CORE 20

Martain al G1 "Purveyor of (most	riba Elite L↓C I I ." Unique	Mekkaloo		Mechani table and explosive?"	iical	Mekkaloi	ra	Mechanical
Movement 6"	in presh proba	Movement	/	table and explosive!		Movement	6"	
Combat 1		Combat	1			Combat	1	
Support O	оward [T], Proud [T]	Support	1 0	uel [T], Gasmask [T], Loyalty (Jomdi) [ overdrive* [C], Sprint* (4) [A], Unstable )) [T], Untrained [T], Vent* [A]	[T], e	Support	1 s	Fuel [T], Gasmask [T], Overdrive* [C], Sprint* (4) [A], Unstable (0) [T], Untrained T], Vent* [A]
save 5+		save (	6+			Save	6+	
cr 6"		CR	O"			CR	Ο"	
		Stamina	3			Stamina	3	
корон E	EMPIRE CORE -10	X.	E	EMPIRE CORE O				EMPIRE CORE O
Militia "The local militia ar resource!"	Troop re on involuable	Militia C "In defense of		111	Blite	Militia Se	erged	ant Elite
Movement 6"	self- and	Movement	6"			Movement	6"	
Combat 2		Combat	3			Combat	3	
De Support 1	efender [S]	Support	2 C	aptain (8) [L], Combat Discipline* [C], ombat Trained (2) [C], Coordinated trike* [A], Defender [S]		Support	2 (	Captain (4) [L], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]
save 5+		Save	5+			Save	5+	
cr 6"		CR	6"			CR	6"	
		Stamina	1			Stamina	1	
E	Cost EMPIRE CORE 10		E	EMPIRE CORE 50				EMPIRE CORE 30
Mounted Herd	der Falconer <sup>Troop</sup>	Mounted	Jenta	a Civili		Mounted "In defense o		litia Captain <sup>Elite</sup>
Movement 10"		Movement 1	10"			, Movement 3	10"	
Combat 2		Combat	2			Combat	3	<u> </u>
Fa Support 1	alconer (1) [T], Whistle [T]	Support	Ве 1	east Handler (1) [L]		Support	2 0	Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]
save 5+		Save	5+			Save	5+	
cr 6"		CR	2"			CR	6"	
						Stamina	1	
Move Rae 10" 10"	CS Hunting Garo 2 Bushwack, Death From Above, Light Weapon							
E E	EMPIRE CORE Cost 25	1. Alexandre 1. Al	E	EMPIRE CORE 20				EMPIRE CORE 60



Opber il Co	nsorda Civilian Unique	Pagefourus "Small and mildly annoying"	Beast Pag	gefourus F vícíous streak	Rex	Beast
Movement 6" Combat 1 Support 1 Save 6+ CR 3"	Coward [T], Influential (3) [S], Untrained [T]	Movement 8" Combat 1 Critter (1) [L], Evasi Support 1 Save — CR 3"	ve [C], Passive [T] Nov sup Sup Sup	vement 12" ombat 6 upport 0	Aggressive (3) [T], Agility [T], Am Critter (10) [L], Dobge [C], Evasit Instinctive (5, 0) [T], Lunge (3) [C], Powerful [C], Proud [T], Very Tov Wild Animal [T]	ve [C],
K ROOM	EMPIRE CORE 20	EMPIRE COL	RE 5		EMPIRECORE	Cost 150
Plort Movement 3" Combat 1 support 1 Save 5+ CR 3"	Beast Critter (1) [L], Evasive [C], Passive [T], Swim (6) [A]	Polgin "Passive-aggressive wadding annoyar Movement 4" Combat 1 Support O Scatter! [Critter, 1] [G Save — CR 6"	кее" Могл Сон Ue [C], Passitue [T], C], Smim (4) [A] Se C	upport O	NOVE Engineer (1) [L], Commander (2) [L Contraption (1) [S], Master (3) [T], Protected (3) [T], Proud [T], Resour [S], Venerated [T]	
C.	EMPIRE CORE 5	EMPIRE CO	RE Cost		EMPIRE CORE	Cost 50
Movement 6" Combat 1	Beast wibly annoying" Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]	Reyad "The Reyad are unerving in their accuracy" Movement 6" Combat 3 Support 1 Save 5+ CR 6" Stamina 1 Move Rae CS Staff Slina 3" 18" 2 Accurate,	Mov contrated Fire <sup>•</sup> [A] Sur Sa		Critter (1) [L], Evasive [C], Passiv Swim (8) [A]	Beast e (T),
1. No. 10	EMPIRE CORE 5	3"         18"         2         Accurate,           Image: Second state         EMPIRE CON         Empire CON	Cost	<b>.</b>	EMPIRE CORE	Cost 5

Scurry Beast	Slaimor Beast	Slaimor Herder Troop
Movement 8" Combat 1 Support 1 Save – CR 3"	Mozement       6"         Combat       2         Combat       1         Gasmask (T), Instinctize (0, 1) [T], Persistent (T), Safety Value (1) [T], Ventre [A]         save       5+         CR       3"         Stamina       1	Mozement 6" Combat 2 Support 1 Beast Handler (2) [L], Gasmask [T], Prod Saze 5+ CR 6"
Cost EMPIRE CORE 5	EMPIRE CORE 20	Cost EMPIRE CORE 15
Slaimor Jenta     Beast       Movement     8"       Combat     1       Combat     1       Support     1       Gasmask [T], Persistent [T], Safety Valve       save     6+       CR     3"       Stamina     1	Slinger Troop "Drawn from the most experiences of herefores" Movement 6" Combat 1 Support 1 save 6+ CR 6"	TarGree     Object       Movement     4"       Combat     1       Loyalty (Noble) [T]       support     1       Save     6+       CR     1"
Cost EMPIRE CORE 15	Move Rge CS Staff Sling 3" 18" 2 EMPIRE CORE Cost	Cost EMPIRE CORE 5
Tarhoeen     Beast       Movement     10"       Combat     4       Support     O       Grab [A], Instinctive (0, 2) [T], Overflight [C], Vehicle (1) [T], Very Toughr [S]       Save     4+       CR     12"       Stamina     1	Terali Porogal       Beast         Movement       6"         Combat       5         Support       1         Unstoppable [T], Very Tought [S]         save       3+         CR       6"         Stamina       3	Tokki Beast "Small and mildly annoying" Movement 8" Combat 1 Critter (1) [L], Evasive [C], Passive [T] Support 1 Save — CR 3"
Cost EMPIRE CORE 60	Cost EMPIRE CORE 60	Cost EMPIRE CORE 5

Токи	Beast	Toloran "A regular chaig for the most renounced	Beast		Civilian Unique
Movement 8" Combat 2 Support 1 Save 5+ CR 6"	Instinctive (0, 1) [T], Untrained [T]	"A pepular choice for the most renormed stables of Gar Zoren" Movement 10" Combat 2 Instinctive (0, 1) [T] Support O Save 5+ CR 6"		"Grand Lands of Enipel" Movement 8" Combat 2 Support 1 Very Tough [S] Save 4+ CR 6" Stamina 1	
<b>.</b>	EMPIRE CORE 10		Cost 10	ENDIDE CODE	Cost 50
Trader "Everything is an priset" Movement 6" Combat 1 Support O Save 5+ CR 6"	Civilian wallable for the right Beast Handler (2) [L]	Trader Jenta Movement 6" Combat 1 Support O Save 5+ CR 6"	Civilian	Trepain         Movement       6"         Combat       4         Support       0         Save       3+         CR       6"         Stamina       1	Beast [5]
	EMPIRE CORE 20	I EMPIRE CORE	Cost 15	EMPIRE CORE	Cost 40
Trila Movement 4" Combat 1 Support O Save 6+ CR 1"	Beast	Ulsino Pel Movement 6" Combat 1 Support 1 [T] Save 6+ CR 3"	Civilian Unique trained	Urchin Movement 6" Combat 1 Support 1 Save 6+ CR 3"	Citri(ian
	EMPIRE CORE 5	EMPIRE CORE	Cost 25	Move Rae CS Throw Stones 6"6"2 EMPIRE CORE	Cost 5

Urchin C	Gan	g Leader	Civilian	Urchin I	Pet		Beast	Urson a "Assistant	b C1 ⊷ M	'EM lartaín al Gríba''	Civilian Unique
Movement	6"			Movement	10"			Movement			
Combat	1		1 Carro	Combat	1			Combat	1		
Support	1	Beast Handler (1) [L], Evasive [C. (2) [L], Trainer (3, Gang(1)) [T]	I, Gang	Support	1	Evasive [C]		Support	1	Assistant [T], Untrained [T]	
Save	6+			Save	6+			Save	6+		
CR	3"			CR	2"			CR	2"		
	г <i>д</i> е 6"	CS Throw Stones									
		EMPIRE CORE	Cost 10	1. Barris		EMPIRE CORE	Cost 5			EMPIRE CORE	Cost 5
Vareen			Beast	Vorall Ji "Carrying i		BAV est juices in Gar Loren"	Beast	Wafter			Troop
Movement	6"	<u>s</u>		Movement	6"			Movement	6"		
Combat	1			Combat	4			Combat	2		
Support	0	Instinctive (0, 1) [T], Pack (0) [L], Untrained [T]		Support	0	Instinctive (1, 2) [T], Juicebar [T] Persistent [T], Powerful [C], Unt	), rained [T]	Support	1	Fan (3, 2) [A]	
Save	6+			Save	2+			Save	5+		
CR	2"			CR	2"			CR	6"		
		EMPIRE CORE	Cost 10			EMPIRE CORE	Cost 30	<b>(</b>		EMPIRE CORE	Cost 15
Y0UNG G "Making ne		riends nifierewer he goes"	Civilian Unique	Zhontai "Dístínguí vendor"		Griba ntrepreneur and juíce	Elite Unique				
Movement	6"	<b>A</b>		Movement	6"						
Combat	1			Combat	1						
Support	0	Beast Handler (1) [L], Travelling (1) [T]	Biologist	Support	0	Beast Handler (2) [L], Coward [T [T]	`], Ргоид				
Save	6+			Save	5+						
CR	2"			CR	6"						
		EMPIRE CORE	Cost 10			EMPIRE CORE	Cost -1O				

## Empire - Engu

Cren Blo "The Shiph		,	Elite Unique	Dohra T	abi	in	Elite Unique	Elroga			Beast
Movement		À		Movement	6"			Movement	3"	Contraction of the second second second second second second second second second second second second second s	
Combat	3			Combat	4	- ALL ALL ALL ALL ALL ALL ALL ALL ALL AL		Combat	1		
Support	1	Captain (6) [L], Combat Disciplin Combat Trained (2) [C], Influenti Inspire [T], Powerful [C], Sea Legi	ial (1) [S],	Support	1	Combat Discipline <sup>*</sup> [C], Combat (1) [C], Commander (4) [L], Influe [S], Powerful [C], Proud [T], Sea I	ential (1)	Support	0	Good Fortune <sup>•</sup> [S], Swim (9) [A], Tern Shallow Water) [T]	rain (1,
Save	4+	Shipwright [A], Very Tough [S]	,	Save	4+		0.01	Save	5+		
CR	6"			CR	6"			CR	6"		
Stamina	2			Stamina	1			Stamina	1		
		EMPIRE ENGU	Cost 75			EMPIRE ENGU	Cost 75			EMPIREENCLU	Cost 15
Engu Að "The Engu		huze and ponverful axes"	Troop	Епди Сс	00100	illor	Civilian Elite	Engu Dr "Some Kap Draals"		ll tolerate the young	Troop
Movement	6"			Movement	6"			Movement	6"	or a final state of the second state of the se	
Combat	2			Combat	4			Combat	2	and the second s	
Support	1	Powerful [C], Sea Legs [T]		Support	1	Combat Discipline <sup>*</sup> [C], Combat (1) [C], Commander (4) [L], Influe [S], Powerful [C], Proud [T], Sea I	ential (1)	Support	1	Sea Legs [T]	
Save	4+			Save	4+		-	Save	4+		
CR	6"			CR	6"			CR	6"		
				Stamina	1						
		EMPIRE ENGU	Cost 15			EMPIRE ENGU	Cost 75	1		EMPIREENCLU	Cost 10
Engu Go "The most l		A of the Kapa's even."	Elite	Engu Ha "Hold it st beast!"		)011 and I can skenrer this	Troop	Engu Кa "It was so boat!"		it nearly snulloned our	Elite
Movement	6"			Movement	6"			Movement	6"		
Combat	3			Combat	2			Combat	4		
Support	1	Captain (4) [L], Combat Disciplin Combat Trained (2) [C], Loyalty Powerful [C], Sea Legs [T]	e* [C], (Elite) [T],	Support	1	Powerful [C], Sea Legs [T]		Support	1	Captain (6) [L], Combat Discipline* [ Combat Trained (2) [C], Powerful [C Legs [T]	
Save	4+			Save	4+			Save	4+	U C	
CR	6"			CR	6"			CR	6"		
Stamina	1							Stamina	2		
e Tradicional			Cost	мо <i>v</i> е 3"	R <i>a</i> e 9"	CS Harpoon 2 Accurate, Powerful	Cost	_		~	Cost
		EMPIRE ENGU	40			EMPIRE ENGU	25			EMDIREENCUL	75

Engu Oc	1 <b>r</b>	Troop	Keeva a	ind I	žukran	Elite Unique	Keeva a Days)	and I	žukran (Early	Civilian Elite Unique
Movement	6"		Movement	10"	X		Movement	10"		
Combat	2		Combat	3			Combat	3		
Support	Pitch (1) [C], Sea Legs [T] 1		Support	1	Charge (1) [A], Combat Trained (2 Favoured Allies (Tahela) [T], Pacl Pack Hunter [C], Swim (5) [A]	2) [C], {(2) [L],	Support	1	Charge (1) [A], Combat Trained [T], Swim (5) [A]	(1) [C], Solo
Save	4+		Save	4+	, -		Save	4+		
CR	6"		CR	6"			CR	6"		
	EMPIRE ENGU	Cost 15	мо <del>г</del> е 5"	Rae 8"	CS Sling 2 Accurate EMPIRE ENGU	Cost 30	Могче 5"	Rae 8"	CS Sling 2 Accurate EMPIRE ENGU	Cost 30
Tahela "No beast master"	is as loyal as a Tahela to its	Beast	Tabela ] "Expertly to		I from an early aze"	Beast				
Movement	10"		Movement	10"						
Combat	3		Combat	2						
Support	Charge (1) [A], Combat Trained (1) 1 Loyalty (Elite) [T], Swim (5) [A]	[C],	Support	1	Charge (1) [A], Loyalty (Elite) [T], [A]	Swim (5)				
Save	4+		Save	5+						
CR	6"		CR	6"						
	EMPIRE ENGU	Cost 30			EMPIRE ENGU	Cost 15				

Empire - Knights

	Danomar Elite tand by and watch the Unique	Captain of Relan "The bravest Defenders of the North!"	Elite	Knight "Mounted atop the sturby enuk"	Troop
J/ Movement	8"	Movement 8"	-	Movement 10"	
Combat	4	Combat 4		Combat 3	
Support	Assassinate <sup>*</sup> [A], Captain (8) [L], Charge (1) 2 [A], Combat Discipline <sup>*</sup> [C], Combat Trained (2) [C], Momentum [S], Powerful	Assassinate* [A], Captain (8 Support 2 [A], Combat Discipline* [C], Trained (2) [C], Powerful Cl	Combat	Combat Trained (2) [C] Support 1	
Save	Charge [T] 3+	save 3+	-	save 4+	
CR	6"	cr 6"		cr 6"	
Stamina	3	Stamina 2			
	EMPIRE KNIGHTS 150	EMPIRE KNIGHTS	Cost 100	EMPIRE KNIGHTS	Cost 25
Rnight C "Stalwart i	Captain Elite refenders against the devanu"	Knight Commander "The most heroic of the Emperor's knizhts"	Elite	Knight of Relan "Riving the noblest of all enuk breeds"	Troop
Movement	10"	Movement 10"		Movement 8"	
Combat	4	Combat 4		Combat 3	(1)
Support	Captain (8) [L], Combat Discipline* [C], 2 Combat Trained (2) [C], Coordinated Strike* [A]	Captain (8) [L], Combat Dis Support 2 Combat Trained (2) [C], Con [L], Coordinated Strike <sup>*</sup> [A],	mmander (4)	Charge (1) [A], Combat Trained Support 1 Powerful Charge [T]	(2) [C],
Save	4+	Save 4+		save 3+	
CR	6"	cr 6"		cr 6"	
Stamina	2	stamina 2			
1. <b>(</b> )	EMPIRE KNIGHTS 100	CALL CONTRACTOR CONTRA	Cost 125	EMPIRE KNIGHTS	Cost 40
Riverkni "Protecting	ight Troop those who travel the rivers"	Riverknight Captain "Proud viders of the inivol"	Elite		
Movement	8"	Movement 8"			
Combat	3	Combat 4			
Support	Combat Trained (1) [C], Swim (8) [A] 1	Captain (6) [L], Combat Dis Support 1 Combat Trained (1) [C], Coc Strike* [A], Swim (8) [A]	cipline* [C], ordinated		
Save	4+	save 4+			
CR	6"	CR 12"			
		Stamina 2			
	EMPIRE KNIGHTS	EMPIRE KNIGHTS	Cost 80		

Empire - Loranti Civilian Elite Beast Daxи Little Loranti Loranti Pargal Unique Unique Unique "Trader Extraordinaire!" "Budding trader extraordinaire. Movement 8" Movement 8" Movement 6" 3 1 1 Combat Combat Combat Beast Handler (2) [L], Commander (4) [L], Favoured Allies (Casanii) [T], Proud [T], Trainer (4, Retinue(Loranti Pargal)) [T] Beast Handler (1) [L], Trainer (1, Retinue(Loranti Pargal)) [T] Defender [S], Loyalty (Loranti Pargal) [T] 2 Support Support 0 Support 1 6+ 5+ 3+ Save Save Save  $1^{"}$ 2" 3" CR CR CR Cost Cost Cost 1 . EMPIRE LORANTI EMPIRE LORANTI **EMPIRE LORANTI** 

10

50

5

Empire - Noble

',,	stench	does not deter its	Elite Object Unique	Balena			Civilian Unique	Contessa	і да	r Juletta	Elite Unique
onmers" Movement	4"			Movement	10"			Movement	6"		
Combat	1	de ve		Combat	3			Combat	1		
Support	0	Critical [T], Proud [T], Unwield Vent* [A]	y [T],	Support	1	Confuse" [A], Master Beast Han [L], Transport (1) [A]	ndler (2)	Support	1	Beast Handler (1) [L], Command Influential (2) [S], Proud [T], Tr Biologist (2) [T]	der (2) [L], avelling
Save	6+			Save	4+			Save	5+		
CR	1"			CR	9"			CR	6"		
				Stamina	1						
<b>L</b>	]	EMPIRE NOBLE	Cost -30	<b>1</b>		EMPIRE NOBLE	Cost 25			EMPIRE NOBLE	Cost 25
Domesti	cate	) Golobaali	Beast	Elakan			Civilian Unique	GUArd C "None shal		tAIN a hand on our lord!"	Elite
Movement	8"			Movement	6"	a state		Movement	6"		
Combat	3			Combat	1			Combat	3		
Support	1	Instinctive (1, 1) [T], Obstructin Transport (1) [A], Untrained [T] [T]	g [T], ], Vehicle (1)	Support	1	Beast Handler (1) [L], Loyalty (I Rider [T]	3alena) [T],	Support	2	Captain (6) [L], Charge (1) [A], C Discipline* [C], Combat Trained Defensive Stance [T]	Combat d (2) [C],
Save	4+			Save	6+			Save	5+		
CR	9"			CR	6"			CR	6"		
				моvе 6"	R.ge 10"	CS Hunting Garo 2 Bushwack, Death Fro	т Авоте,	Stamina	1		
COP .	]	EMPIRE NOBLE	Cost 10			Light Weapon EMPIRE NOBLE	Cost 15			EMPIRE NOBLE	Cost 50
GUArd ( "Wielding t		:6014 t Mocresií crossbon <i>vs</i> "	Troop	Huntin	g Ga	iro	Beast	Imperial "Approved		111) 111) Inderd 111) Inderf?"	Elit
Movement	6"			Movement	10"	$\sim$		Movement	6"		
Combat	1			Combat	1		100 [T]	Combat	1	Develotant [T] Standard [T] Tr	ainor la
Support	1			Support	1	Evasive (C), Flying (T), Untrai	neo [ 1 ]	Support	1	Persistent [T], Standard [T], Tr. Retinue(Imperial Standard)) [T]	
Save	5+			Save				Save	5+		
CR	6"			CR	1"			CR	9"		
Мо <i>v</i> е 1"	R <i>g</i> e 12"	CS Crossbow 2 Accurate, Powerful									
1	]	EMPIRE NOBLE	Cost 20			EMPIRE NOBLE	Cost 5	1000 A		EMPIRE NOBLE	Cost 20

	[ai Elite art for setting into Unique	Lady Kovera		rilian 1ique	Hunting G	ierder Falconer's aro by the Motrasti	Beast
Movement 6" Combat 1 Support 1 save 6+ CR 6"	Beast Handler (1) [L], Commander (1) [L], Coward [T], Loyalty (Contessa dar Juletta) [T], Proud [T]	Movement 6" Combat 1 Support 1 [7 Save 6+ CR 3"	Coward [T], Influential (3) [S], Untrain []	1ed	Movement 10 Combat 1 Support 2 Save — CR 1"	Evasive [C], Flying [T], Loyalty Herder Falconer) [T], Proud [T], 1 [T]	(Mounted Untrained
	EMPIRE NOBLE O	• E	MPIRE NOBLE 25			EMPIRE NOBLE	Cost O
Hunting G	o by the Moeraasii Sooraasii	Noble "Hone base they on Movement 6" Combat 1	Civ wroach on our citics?"		Noble Guar "The best guard Movement 6" Combat 2	rð « that money can buy!"	Troop
Combat 1 Support 2 Save — CR 1"	Evasive [C], Flying [T], Loyalty (Mounted Reyad Falconer's Hunting Garo) [T], Proud [T], Untrained [T]	Support O Save 6+ CR 3"	commander (2) [L], Coward [T], Proud	)[T]	Support 1 Save 5+ CR 6"	Charge (1) [A], Combat Trained ( Defensive Stance [T]	ı) [C],
	EMPIRE NOBLE O	<b>ер Е</b> .	MPIRE NOBLE 10			EMPIRE NOBLE	Cost 20
Pet Opabr	Beast	PreePree "Extremely rare and	, ,,,,,,, O	nique	Samine il N "The fakoner"	Ioerasii	Elite Unique
Movement 8" Combat 2	Charge (1) [A], Critter (1) [L], Evasive [C], Loyalty (Lady Aleksalm) [T]		roud [T], Unwieldy [T]		Movement 6" Combat 1 Support 1	Commander (4) [L], Falconer (2) [	[T], Proud
support 1 save 5+ CR 6"		support O save 6+ CR 1"			support 1 save 6+ CR 6"		
	Cost EMPIRE NOBLE 10	<b>ер Е</b> .	MPIRE NOBLE -20		1	EMPIRE NOBLE	Cost 10

Samine's "Expertly tr falconers" Movement Combat Support Save CR	•aíneð	Evasive [C], Flying [T], Loyalt,	Beast y (Samine il	Standard "Prouv to Movement Combat Support Save CR	ear the colours of th	The second secon	Troop	Toloran "Only the Toloran" Movement Combat Support Save CR	wealthiest can afford the	Troop ined (1) [C]
		EMPIRE NOBLE	Cost O		EMPIRE	NOBLE	Cost 20		EMPIRE NOBLE	Cost 30
	ray v	)er Captain nake brave and noble	Elite							
Combat	4									
Support	2	Captain (6) [L], Combat Discipl Combat Trained (2) [C], Coordi Strike• [A]	ine* [C], nated							
Save	4+									
CR	6"									
Stamina	2									
		EMPIRE NOBLE	Cost 100							



Preed's ( "Vicious but		RU rionally loyal!"	Beast	Graku "Vícíous but	except	ionally loyal?"	Beast	Нипter "Makíng a	livin	z hunting dangerous
Movement				Movement	,			beasts" Movement	6"	Han.
Combat	2			Combat	2			Combat	3	
Support	1	Loyalty (Preed) [T], Pack Hunter [C], Ranger [T]		Support	1	Pack Hunter [C], Ranger [T]		Support	2	Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Solo [T]
Save	5+			Save	5+			Save	5+	
CR	3"			CR	3"			CR	6"	
								Stamina	2	
1. North Contraction (1997)		EMPIRE OREL 15		1		EMPIRE OREL	Cost 15			EMPIRE OREL Cost 30
LOVD Of ( "The zraku unpredictable	ıkan o	[ 	Elite	Orel Kni "As harsh .		lands they protect"	Troop	Orel Rn "We shall be	ight fenð l	Captain Elite
Movement				Movement	10"	- Kor		Movement	10"	
Combat	5			Combat	3			Combat	4	2
Support	1		C],	Support	1	Beast Handler (1) [L], Combat Tr [C], Pack Hunter [C]	ained (1)	Support	1	Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]
Save	3+	Commander (4) [L], Graku Master [7 Pounce (3) [C], Powerful [C]	Γ],	Save	4+			Save	4+	
CR	6"			CR	3"			CR	6"	
Stamina	2							Stamina	2	
1		EMPIRE OREL 12				EMPIRE OREL	Cost 25			EMPIRE OREL Cost 100
Orel Mi "Rardy see		bout théir loyal graku"	Troop	Orel Mi "Masters o	litia f c <sup>r</sup>	Captain barníí and graku alíke"	Elite			
Movement	6"	and the		Movement	6"	S.				
Combat	2			Combat	3					
Support	1	Defender [S]		Support	1	Captain (6) [L], Combat Disciplin Combat Trained (2) [C], Coordina Strike <sup>*</sup> [A], Graku Master [T]	ie* [C], ated			
Save	5+			Save	5+					
CR	6"			CR	6"					
				Stamina	1					
1. No. 10		EMPIRE OREL 10		<b>NOISE</b>		EMPIRE OREL	Cost 45			

Empire - Riverfolk

Alora Ha "Expert train	andler nevs of families of alora"	Civilian	Gorbi		Beast	Holdorna	2	Beast
Movement	6" <b>(</b>		Movement	4"		Movement	4"	
Combat	Alora Handler (1) [L], Favoured A	Allies	Combat	O Loyalty (Riverfolk) [T], Swim (6	5) [A]	Combat	<ul> <li>Loyalty (Riverfolk) [T], Swim (6) [</li> </ul>	[A]
Support	1 (Alora) [T], Untrained [T], Whist 6+	le [T]	Support	1 5+		Support	1 5+	
Save CR	6"		Save CR	6"		Save CR	6"	
٩	EMPIRE RIVERFOLK	Cost 5		EMPIRE RIVERFOLK	Cost 5	1	EMPIRE RIVERFOLK	Cost 5
Inirok		Beast	LOVD De "Master of		Civilian Unique	Phoph C1	revain	Elite Unique
Movement	8"		Movement	6"		Movement	6"	
Combat			Combat	3	T. J. J.	Combat	2	
Support	Instinctive (0, 1) [T], Swim (10) [. O	AJ	Support	Combat Discipline* [C], Combat 1 (2) [C], Commander (4) [L], Com Influential (3) [S], Proud [T], Sea	ard [T],	Support	<ul> <li>Captain (6) [L], Combat Disciplina</li> <li>Combat Trained (2) [C], Coordina Strike<sup>•</sup> [A], Lunge (2) [C], Sea Legs</li> </ul>	ited [T],
Save	5+		Save	5+		Save	Slaver (2) [T], Trainer (6, Sea Leg 5+ Well-Travelled [T]	s)[T],
CR	6"		CR	6"		CR	12"	
			Stamina	1		Stamina	2	
<b>Rep</b>	EMPIRE RIVERFOLK	Cost 15		EMPIRE RIVERFOLK	Cost 60		EMPIRE RIVERFOLK	Cost 70
RİVEI CI "Kiver critte	ritter 145, such as zorbí or holdorna"	Beast	Riverfol "Ensnaring	k Bolas attacking beasts or raiders"	Troop		rust and loyalty in their	Elite
Movement	4"		Movement	6"		Movement	6"	
Combat	O		Combat	2		Combat	3	
Support	Loyalty (Riverfolk) [T], Swim (6) 1	[A]	Support	Sea Legs [T] 1		Support	<ul> <li>Captain (6) [L], Combat Discipling</li> <li>Combat Trained (2) [C], Coordina Strike<sup>*</sup> [A], Sea Legs [T], Trainer (</li> </ul>	ited
Save	5+		Save	5+		Save	Legs] [T], Well-Travelled [T] 5+	c, 000
CR	6"		CR	6"		CR	12"	
			М <i>о</i> vе 1"	Rae CS Bolas O" 3 Entangle (1)		Stamina	2	
	EMPIRE RIVERFOLK	Cost		EMPIRE RIVERFOLK	Cost 15	1	EMPIRE RIVERFOLK	Cost

Riverfoll "Loyal crew	RC1eW v from seross the Empire"	Troop	Riverfol "Linding re Engu"	k Fi fuze	rst Mate fter the invasion of	Elite	Riverfo "Experts at			along the river"	Troop
Movement	6"		Movement	6"	AR I		Movement	6"			
Combat	2		Combat	3			Combat	2			
Support	Hook (2) [A], Sea Legs [T] 1		Support	1	Captain (2) [L], Combat Traine Favoured Allies (Tahela) [T], H Pitch (2) [C], Powerful [C], Sea I	ed (1) [C], look (2) [A], Legs [T],	Support	1	Sea Legs	[T]	
Save	5+		Save	4+	Well-Travelled [T]		Save	5+			
CR	6"		CR	12"			CR	6"			
							моџе З"	Rae 3"	cs 4	Net Entangle (4)	
1. Com	EMPIRE RIVERFOLK	Cost 10	1	EN	APIRE RIVERFOLK	Cost 40		EN	APIRE	RIVERFOLK	Cost 15
Riverfoll "A common boats"	k Urchin 1 sizht, playing among the	Civilian	Urchin ( "Just messi		'Oracle out on the river"	Civilian					
Movement	6"		Movement	Ο"							
Combat	1		Combat	1							
Support	Beast Handler [1] [L], Sea Legs [T 1 Untrained [T]	],	Support	1	Beast Handler (1) [L], Cumberso Legs [T], Swim (4) [A], Untrain	оте [T], Sea ed [T]					
Save	6+		Save	6+							
CR	6"		CR	6"							
K KANA	EMPIRE RIVERFOLK	Cost 5		EN	APIRE RIVERFOLK	Cost 10					



Chancell	or 1	Danakan	Civilian Unique	Terali B	oliga	a	Beast	Terali G	auai	τοομ
Movement Combat Support Save CR	6" 1 0 5+	Commander (2) [L], Fazoured Al (Delgon) [T], Influential (3) [S], Pro [T], Proud [T]	lies stected (2)	Movement Combat Support Save CR	6" 2 1 3+	Charge (1) [A], Defender [S], Sav	age [C]	Movement Combat Support Save CR	2	Beast Handler (1) [L], Bodyguard [S], Combat Trained (1) [C], Initiative [S]
		EMPIRE TERAL	Cost 20	Torrali C		EMPIRE TERAL ∂ Captain On	Cost 15 Elite	<b>L</b>		EMPIRE TERAL Cost 15
Terali G Movement Combat Support Save CR Stamina	6" 3	rð Captain Deast Hanðler (1) [L], Boðyguarð Captain (6) [L], Combat Disciplin Combat Traineð (2) [C], Initiatic	e* [C],	Kobrина Movement Combat Support Save CR Stamina	8" 3	Beast Handler (1) [LJ, Cadre (1) [ Trained (2) [CJ, Commander (1) Coordinated Strike' [A], Initiation in Arms [T], Standard [T]	[Ĺ],	Terali G Movement Combat Support Save CR	8" 3	rd Оп Ковтипа Elit Беаst Handler (1) [L], Cadre (1) [L], Comba Trained (1) [C], Initiative [S], Kin in Arms [T], Standard [T]
		EMPIRE TERAL	Cost 40			EMPIRE TERAL	Cost 50			EMPIRE TERAL 25
Support		ionist Vitrained [T]	Civilian							
		EMPIRE TERAL	Cost 5							

Item

Chree cards per row

## Item

Balloon		Mechanical	Barge			Boat	Cart		Object
		Object	U			Object			
Movement	8"	600	Movement	Specia			Movement	Specia	d <b>k</b>
Combat	_		Combat	_	MODING S		Combat	—	
Support	_	Erratic (3) [T], Flying [T], Flying Transport (4) [A], Fuel [T], In The Air* [A],	Support	_	Sturdy [T], Untrained [T], Very	) Tough* [S]	Support	_	Fuel [T], Cumbersome [T], Sturdy [T], Untrained [T], Very Tough <sup>,</sup> [S]
Save	4+	Obstructing [T], Untrained [T], Vehicle (1) [T], Very Tough* [S]	Save	4+			Save	4+	
CR	_	, , , ,	CR	_			CR	_	
Stamina	6		Stamina	3			Stamina	1	
Move —	R <i>q</i> e O"	CS Bomb 3 Bombs Awayl, Death From							
(Q)	-	Above, Imprecise (2) ITEM <u>Cost</u>			ITEM	Cost —			ITEM Cost
Coracle		Boat Object	Enginee	er's C	Cottage	Object	Extra-l	arge	Balloon Mechanical
Movement	_		Movement	; _			Movement	8"	( Cojat
Combat	_	1.	Combat	_	1.		Combat	_	
Support	_	Cumbersome [T], Swim (4) [A], Untrained	Support	_	Sturdy [T], Untrained [T], Very	) Tough* [S]	Support	_	Erratic (5) [T], Flying [T], Flying
Save	5+	[T]	Save	2+			Save	4+	Transport (14) [A], Fuel [T], In The Air <sup>*</sup> [A], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough <sup>*</sup> [S]
CR	_		CR	_			CR	41	v ancie (2) [1], very 1040/ [3]
			Stamina	10				10	
			Starring				Stamina	10	
							Move —	R <i>g</i> e O"	CS Bomb Bombs Away!, Death From
		ITEM			ITEM	Cost			Above, Imprecise (2) ITEM
Fan		Contraption Object	Gushra	k	C 1	Contraption Mechanical Object	Large B	alloc	DN Mechanical Object
Movement	O"		Movement	3"		Object	Movement	8"	Contraction of the second
Combat	3		Combat	2			Combat	_	and the second se
Support	?	Fan (3, 2) [A], Untrained [T]	Support	?	Overdrive <sup>•</sup> [C], Point Blank [R], Untrained [T], Wide Spray <sup>•</sup> [R]		Support	_	Erratic (4) [T], Flying [T], Flying Transport (6) [A], Fuel [T], In The Air* [A],
Save	?		Save	?			Save	4+	Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough [S]
CR	?		CR	?			CR	_	
							Stamina	8	
							Move —	Rae O"	CS Bomb 3 Bombs Away!, Death From Above, Imprecise (2)
		ITEM	COP .		ITEM	Cost —	<b>N</b>		ITEM

Large Coracle Boat Object	Light Derak	Contraption Mechanical	Aechanical Sling	Contraption Mechanical
Movement – Combat – Support – Cumbersome [T], Sturdy [T], Swim (4) [A], Untrained [T] Save 4+ CR –	Movement 3" Combat 3 Support ? Save ? CR ?	Object	Accement O" Combat 3 Support ? Powerful [C], Untrained [T] Save ? CR ?	Object
ITEM	ITEM ITEM	Cost	ITEM	Cost
Net Object	Net Firer	Contraption Object	Drnithomata	Contraption Mechanical
Movement 3" Combat 2 Support ? Sazve ? CR ?	Movement O" Combat 3 Support ? Save ? CR ?	M rained [T]	Novement       3"         Combat       1         Support       O         Charge       (o) [A], Fuel         Support       O         Coverdrive       [C], Stamina Lin         Save       ?         CR       ?         Stamina       6	Object hty Blow (C), nit (3) (T),
ITEM Cost	ITEM	Cost	ITEM	Cost
Raft Boat Object	Small Balloon	Contraption Mechanical	teamboat	Boat Mechanical
MozementSpecial Combat – Support – sturdy [T], Untrained [T], Very Tough [S] Saze 4+ CR – Stamina 3	Movement 8" Combat — Support — Erratic (2) (T), Flying (T), Flying Transport (2) (A), Fuel (T), In Obstructing (T), Untrained (T) Save 4+ (T), Very Toughr (S) CR — Stamina 4 Move Rae CS Bomb	Object M Ing The Air <sup>*</sup> [A], [], Vehicle (1)	lovementSpecial Combat — Support — Sturdy [T], Untrained [T], V Save 4+ CR — Stamina 3	Object
Cost —	– 0" 3 Bombs Awayl, Deat Above, Imprecise (2 ITEM	) Cost	TTEM	Cost —

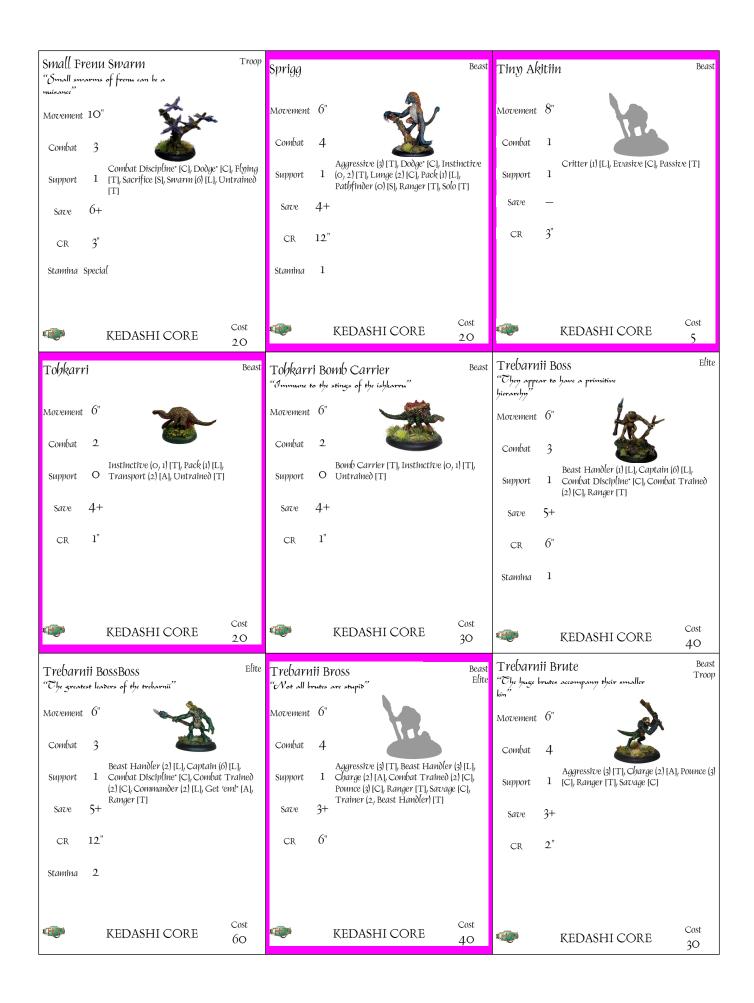
Kedashi

Chree cards per row

Kedashi - Core

Abrok "Oriven int	to batt	le by the howlers"	Beast	Abrok Jei "Small but s		isingly vicious"	Beast	Akitiin I "Just naiti		hatch"	Egg Object
Movement		E.		Movement	,			Movement	_		
Combat	3			Combat	1	ZA		Combat	_		
Support	-	Pack (1) [L], Transport (1) [A], Un [T]	itrained	Support	1	Aggressive (3) [T], Evasive [C], Pack (1) [L], Untrained [T]	Flit [C],	Support	_	Hatch (Akitiin Hatchling) [S], N Untrained [T]	Jest (5) [8],
Save	5+			Save	6+			Save	6+		
CR	2"			CR	1"			CR	2"		
	ł	KEDASHI CORE	Cost 15			KEDASHI CORE	Cost 15 for 2	<b>N</b>		KEDASHI CORE	Cost 5
Akitiin H "Tíny terror		bling m the forests"	Beast		íng b	b Carrier casts carry baskets of	Beast	Frenu "Thought b	y mo	st to be harmless beasts"	Beast Troop
Movement	6"			Movement	6"			Movement	10"	t I I	
Combat	1			Combat	4			Combat	1		
Support	1	Pack (1) [L], Ranger [T]		Support	0	Bomb Carrier [T], Instinctive (1 Persistent [T], Untrained [T], V [S]	, 3) [T], ery Tough <sup>.</sup>	Support	0	Evasive [C], F(ying [T], Passiv [T], Untrained [T], Weak [C]	e [T], Swift
Save	6+			Save	3+			Save	_		
CR	1"			CR	1"			CR	1"		
				Stamina	2						
	I	KEDASHI CORE	Cost 5			KEDASHI CORE	Cost 80			KEDASHI CORE	Cost 20 for 3
Grimblaı "Unfailing te	•	edashi Ally) ,	Beast	Hendreek "Short tailed kelahn"		elahn ún of the Argoran	Beast	Hunting "Loyal and		İLİIN ressíve protectors"	Beast
Movement	8"			Movement	8"			Movement	6"		
Combat	5			Combat	5			Combat	3		
Support	0	Crunch (3) [C], Indomitable [C], N Blow [C], Pathfinder (0) [S], Terr Unstoppable [T], Very Powerful	or [T],	Support	0	Aggressive (3) [T], Charge (2) [A Impetuous [T], Instinctive (3, 1) (3) [C], Powerful [C], Ranger [T]	[Т], Роинсе	Support	1	Pack (1) [L], Ranger [T]	
Save	3+	Tough <sup>*</sup> [S], Wild Animal [T]		Save	3+	Tough [S], Wild Animal [T]	~	Save	5+		
CR	6"			CR	6"			CR	1"		
Stamina	3			Stamina	2				R <i>a</i> e blast	CS Spit Acid 2 Point Blank, Stun	
			Cost				Cost		-	KEDASHI CORE	Cost

Ishkarru	Вотв	Object	Raopi "Soaríng o frenu"	ver th	e swarms of smaller	Elite	Kellaniov "Giant and t	1 A terríf	kitiin ying monstrosities"	Beast
Movement Combat			Novement		Í		Movement Combat	4" 6		
Support Save	<ul> <li>Pomb [S], Untrained [T]</li> </ul>		Combat Support	4	Captain (6) [L], Combat Discipl Dodge <sup>•</sup> [C], Flying [T], Manipul (1) [A], Sacrifice [S]	ine* [C], late Swarm	Support	0	Aggressive (3) [T], Ambush [S], In (4, 0) [T], Lunge (3) [C], Pomerful Untrained [T], Very Tough [S], V Animal [T]	[C],
CR	7		Save CR	5+ 6"			Save CR	3+ 6"		
			Stamina	1			Stamina	3		
	KEDASHI CORE	Cost —			KEDASHI CORE	Cost 40			KEDASHI CORE	Cost 100
Rotra		Beast			MU SWARM rms become dangerous"	Troop	Naralon "Small av		2NGİ ibily annoyinz"	Beast
Movement	8"		Movement	8"	T		Movement	8"		
Combat	1		Combat	5			Combat	1		
Support	Critter (1) [L], Evasive [C], Passiv 1	че [T]	Support	2	Combat Discipline <sup>*</sup> [C], Dodge <sup>*</sup> [T], Indomitable [C], Sacrifice [S [L], Untrained [T]	[C], Flying ], Swarm (6)	Support	1	Critter (1) [L], Evasive [C], Passia	ve [T]
Save	_		Save	6+	(-), (-)		Save	_		
CR	3"		CR	3"			CR	3"		
			Stamina S	Specia	l.					
	KEDASHI CORE	Cost 5			KEDASHI CORE	Cost Special			KEDASHI CORE	Cost 5
	Wengi Pup o miloly annoying"	Beast	Orduch			Beast	Seldoath "Savaze ter	rors	from the forests"	Beast Elite
Movement	8"		Movement	8"			Movement	8"	2	
Combat	1		Combat	1	A A A A A A A A A A A A A A A A A A A		Combat	4		
Support	Critter (1) [L], Evasive [C], Passiv 1	ve [T]	Support	1	Critter (1) [L], Evasive [C], Pass	sive [T]	Support	1	Aggressive (3) [T], Charge (2) [A], Trained (1) [C], Dodge* [C], Lunge Pack (1) [L], Ranger [T], Savage [C	e (2) [C],
Save	_		Save	_			Save	4+	Transport (1) [A]	- <u>1</u> /
CR	3"		CR	3"			CR	12"		
							Stamina	2		
	KEDASHI CORE	Cost 5			KEDASHI CORE	Cost 5			KEDASHI CORE	Cost 60



Trebarnii Goader Troo "Brave trebarnii n'ho zoad the beasts to battle"	Trebarnii Howler Troop "Attacking in a cacophony of noise"	Trebarnii Howler Bristleback Elite "The hizzest and lowest of the honders"
Mozement 6"	Movement 6"	Movement 6"
Combat 2	Combat 1	Combat 2
Beast Handler (3) [L], Prod (1, 3) [A], Range Support 1 [T]	Aggressive (3) [T], Surefooted [T], Bomber Support 1 [A], F[it [C], Pack (1) [L], Ranger [T], Rider [T]	Surefooted [T], Combat Trained (1) [C], Support 1 Dodge [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]
save 5+	save 6+	save 6+
cr 6"	CR 12"	CR 12"
		Stamina 1
	Move Rae CS Throw Stones 6" 6" 2	Move Rae CS Throw Stones 6" 6" 2 Accurate
KEDASHI CORE Cost 15	KEDASHI CORE 15	KEDASHI CORE 60
Trebarnii Jenta Civilia "Orebarnii are set to work from a young aze"	Trebarnii Swarmcaller Elite "At one with the deadly swarms"	Trebarnii Warrior Troop "The trebarnii are a nuisance for travellers"
Movement 6"	Mozvement 6"	Movement 6"
Combat 1	Combat 3	Combat 2.
Beast Handler (1) [L], Ranger [T], Support 1 Untrained [T]	Beast Handler (1) [L], Captain (6) [L], Support 1 Dodge <sup>.</sup> [C], Manipulate Swarm (1) [A], Ranger [T], Sacrifice [S]	Beast Handler (1) [L], Ranger [T] Support 1
save 5+	save 5+	save 5+
cr 6"	cr 6"	cr 6"
	Stamina Special	
KEDASHI CORE 5	KEDASHI CORE 30	KEDASHI CORE 10
War Sprigg Bea	YOUNG QUEEN Queen "Leuv keðasþí gueens venture from their nests"	Zanbee Beas "Tiny posts of the forest"
Movement 6"	Movement 6"	Movement 6"
	Combat 3	Combat 1
Combat 4		Evasive [C], Flying [T], Passive [T],
Combat 4 Aggressive (3) [T], Dodge <sup>•</sup> [C], Lunge (2) Support 1 [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Savage [C], Solo [T]	Commander (4) [L], Dodge* [C], Ranger [T], Support 1 Sacrifice [S], Spawn Frenu* [S], Terrain (2, Forests] [T], Trainer (2, LovaltolOueen]]	Support O Untrained [T], Weak [C]
Aggressive (3) [T], Dodge [C], Lunge (2) Support 1 [C], Pack (1) [L], Pathfinder (0) [S], Ranger		support O Untrained [T], Weak [C] Save 5+
Aggressive (3) [T], Dodge <sup>•</sup> [C], Lunge (2) Support 1 [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Savage [C], Solo [T]	Support 1 Sacrifice [S], Spawn Frenu <sup>*</sup> [S], Terrain (2, Forests) [T], Trainer (2, Loyalty[Queen]) [T]	
Aggressize (3) [T], Dodge <sup>•</sup> [C], Lunge (2) Support 1 [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Savage [C], Solo [T] Save 4+	Support 1 Sacrifice [S], Spann Frenu <sup>*</sup> [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) Save 5+	Satve 5+

Keðashí - Kíterak

The Rite "The ancien	prak 1t guwn"	Queen Unique
Movement	6"	
Combat	4	
Support	Commander (4) [L], Ranger [T], S 1 [S], Spawn Frenu <sup>*</sup> [S], Tactician <sup>**</sup> Terrain (2, Forests) [T], Trainer (	[S], (2,
Save	Loyalty(The Kiterak)) [T], Venera 4+ Very Tough [S]	ated [T],
CR	9"	
Stamina	2	
	KEDASHI KITERAK	Cost 100

Keðashí - Rívers

Trebarnii Master River <sup>Elite</sup> Hunter		Trebarnii River Hunter <sup>Troop</sup>
Movement	6"	Movement 6"
Combat	3	Combat 2 Combat 1 Dest Hawden (a) (5)
Support	Beast Handler (3) [L], Captain (6) [L], 1 Combat Discipline <sup>*</sup> [C], Combat Trained (2) [C], Confuse <sup>*</sup> [A], Pathfinder (4) [S],	Beast Handler (1) [L], Pathfinder (0) [S], Support 1 Ranger [T], Swim (6) [A], Whistle [T]
Save	Ranger [T], Swim (6) [A], Travelling 5+ Biologist (2) [T], Whistle [T]	save 5+
CR	6"	<sub>CR</sub> 6"
Stamina	2	
		Cost
	KEDASHI RIVERS 50	KEDASHI RIVERS 10

Mercenary

Chree cards per row

Troop Troop Dhogu Veteran Engu Veteran Troop Dravu Rana Unique "Many misplaced Enzu have become sellsmords" "Renonmed for their abilities, if not their "Raised on the streets of Gar Loren" oyalty" Movement 6" Movement 6' Movement 6" Combat 3 Combat 3 Combat 3 Combat Trained (2) [C], Evasive [C], Beast Handler (2) [L], Combat Trained (2) Beast Handler (1) [L], Combat Trained (1) 1 Loyalty (Ora Chey) [T], Powerful [C], Support Support 1 [C], Favoured Allies (Setir Skerrat) [T], Support 1 [C], Favoured Allies (Tabela) [T], Powerful Retinue (Ora Chey) [T], Solo [T] Pathfinder (4) [S], Ranger [T], Solo [T] [C], Solo [T] 4+ Save 5+ 4 +Save Save 6" 6" CR 6" CR CR Cost Cost Cost MERCENARY MERCENARY MERCENARY 20 15 15 Ora Chey Troop Troop Troop Mechanic Pallirnai of Kobeb Unique "Coarse tongued, with negotiable moral values..." Movement 6" Movement 6' Movement 6' Combat 1 Combat 3 Combat 3 Initiative [S], Tune Up [A] Agility [T], Assassinate\* [A], Combat Combat Trained (2) [C], Loyalty (Dravu Ο 1 Discipline\* [C], Combat Trained (2) [C], Support Support Raya) [T], Pathfinder (4) [S], Ranger [T], 1 Support Dodge\* [C], Ferocity\* [C], Pounce (2) [C], Retinue (Dravu Raya) [T], Solo [T] Solo [T] 5+ 5+ Save Save 5+ Save 6" 0.5 CR CR 6" CR 3 Stamina Throwing Knives Move Rge CS Accurate 6" 6" 2 Cost Cost Cost MERCENARY MERCENARY **N** MERCENARY 40 15 20 Troop Tal Dolani Oigres Civilian Troop Sbipwrigbt Preed Unique "Noble Pallírnaí from the shores of Koheb" Movement 6' Movement 6' Movement 6' Combat 2 Combat 1 Combat 3 Beast Handler (2) [L], Combat Trained (2) Initiative [S], Shipwright [A] Agility [T], Assassinate<sup>•</sup> [A], Combat [C], Favoured Allies (Graku) [T], Get 'em!\* 0 1 Support Support Support 1 Discipline\* [C], Combat Trained (2) [C], [A], Pathfinder (4) [S], Ranger [T], Retinue Dodge\* [C], Ferocity\* [C], Pounce (2) [C], (Preed's Graku) [T], Solo [T] Solo [T] Save 5+ Save 5+ 5+ Save 6" 0.5 CR CR 6" CR 1 Stamina 3 Stamina Crossbow Move Rae CS Accurate, Powerful 12 2 1 Cost Cost Cost MERCENARY MERCENARY MERCENARY 50 15 40

ercenar

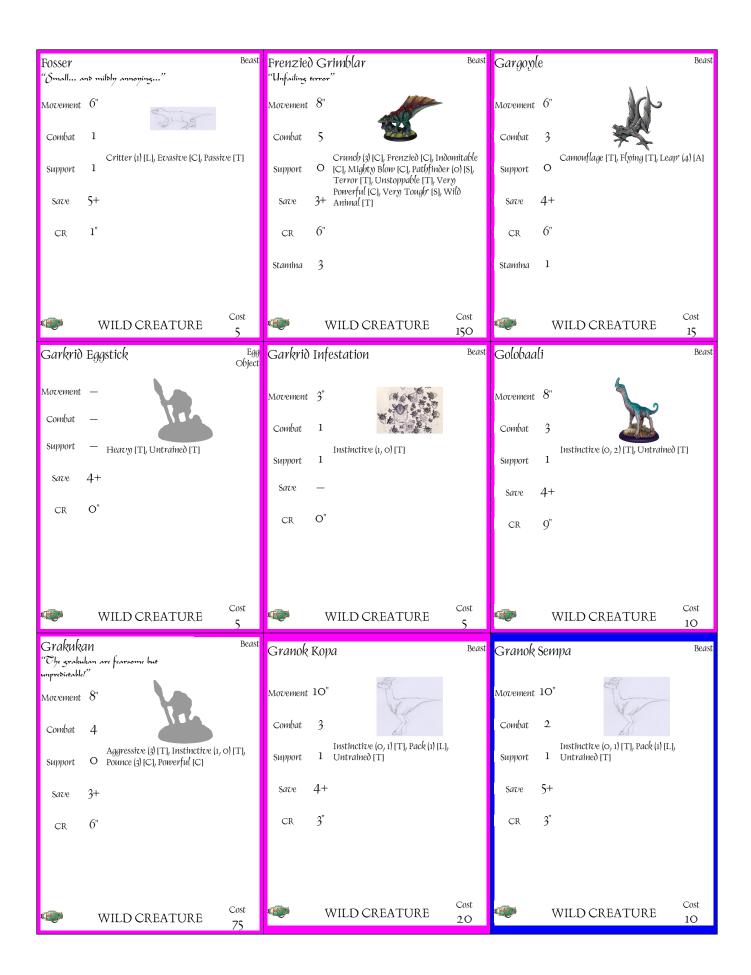
## Wild Creature

Chree cards per row

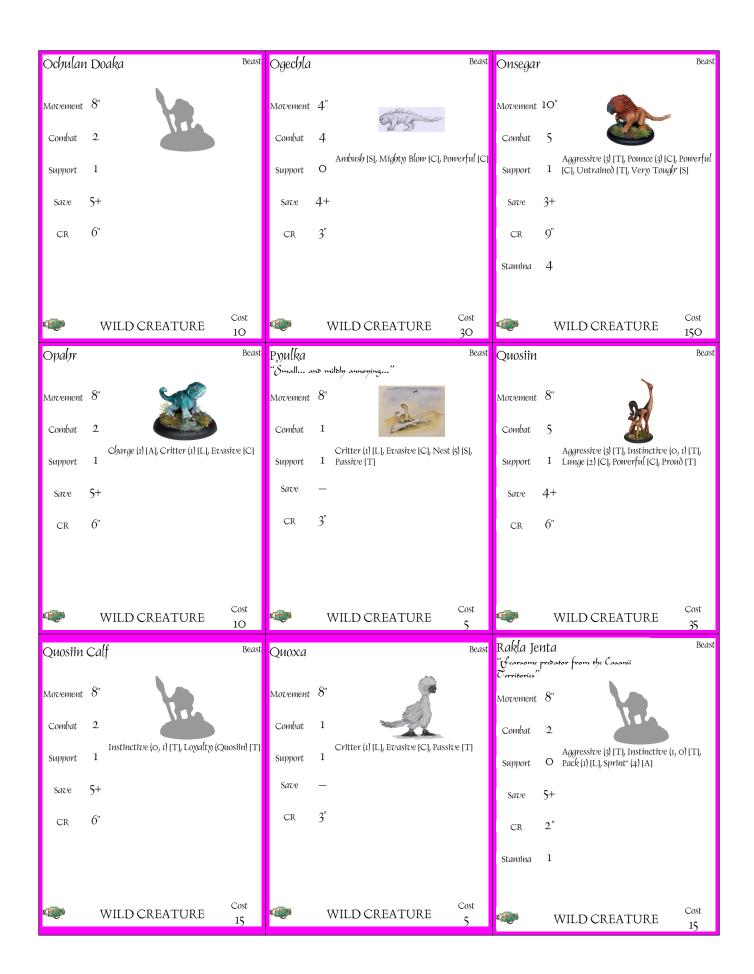
## Wild Creature -

Alora "Playful ser	nizens of the rivers"	Ancient	Grimblar	Beast Unique	Annoying Garkrid Beas
Movement Combat	,	Movement Combat	8" 6 Abject Terror [T], Assassinate <sup>*</sup>	[A],	Movement 3" Combat O Evasive [C], Instinctive (0, 1) [T]
Support Save CR	<ul> <li>Hunter [Cl, Swim (8) [A]</li> <li>1"</li> </ul>	Support Save CR	<ul> <li>O Crunch (3) [C], Indomitable [C], Blow [C], Pathfinder (0) [S], Uns [T], Very Powerful [C], Very T</li> <li>3+ Wild Animal [T]</li> <li>9"</li> </ul>	stoppable	Support 1 Save — CR O"
e Training	WILD CREATURE	Stamina	5	Cost	Cost
A # 00 # 014	20 101 3	D a operation	WILD CREATURE	200 Beast	WILD CREATURE 5
	nd mildly annaying"	Вадгин Movement Combat	6" 4	Deast	Бақsин алы Movement 8" Combat 3
Support	Dug In [T], Critter (1) [L], Evasive [C], 1 Passive [T]	Support	Instinctive (1, 3) [T], Untrained O Tough [S]	[T], Very	Charge (2) [A], Instinctive (1, 1) [T], Support 1 Powerful Charge [T], Untrained [T]
Save	5+	Save	3+		save 4+
CR	1"	CR	1"		cr 6"
		Stamina	2		
<b>1</b>	WILD CREATURE 5	C)	WILD CREATURE	Cost 80	WILD CREATURE 30
Biting G	arkrið <sup>Beast</sup>	Blue-tai	led Fosser Kopa	Beast	Blue-tailed Fosser Sempa Beas
Movement	3"	Movement	8"		Movement 8"
Combat	1 Instinctive (1, 0) [T]	Combat	2 Critter (6) [L]		Combat 1 Critter (1) [L], Evasive [C], Passive [T]
Support	1	Support	1		Support 1
Save	-	Save	5+		Save —
CR	O"	CR	6"		cr 3"
<b>1</b>	WILD CREATURE 5	1. No. 1	WILD CREATURE	Cost 10	WILD CREATURE 5

Bronx H	atchling Beast	Bronx Jenta	Beast	Bronx Kopa <sup>Be</sup>
	6" 1 1 5+ 2"	Movement 6" Combat 2 Support 1 Save 4+ CR 2"		Movement 6" Combat 4 Support O Charge (2) [A], Instinctive (1, 2) [T], Lun Support O (2) [C], Pomerful Charge [T], Sweep [C], Transport (5) [A], Unstoppable [T] Save 2+ CR 2"
a talaya	Cost WILD CREATURE 5	WILD CREATURE	Cost 10	WILD CREATURE 50
		Chobana Skerrat "Horris little creatures" Movement 10" Combat 1 Aggressive (1) [T], Evasive [C], Pa Support 1 Hunter [C], Pounce (1) [C], Ranger Save 6+ CR 6"		Doliir Be Movement 8" Combat 1 Support 1 Save – CR 3"
	Cost WILD CREATURE 30	WILD CREATURE	Cost 10	WILD CREATURE 5
Save	•	Enar Vareen         Movement       6"         Combat       2         Support       0         Save       5+         CR       6"         Stamina       1	unce (3)	Felexin     Be       Movement     10"       Combat     2       Support     1       Save     5+       CR     6"
	WILD CREATURE 30	IN WILD CREATURE	Cost 30	WILD CREATURE 20



Grimblai "Unfailing to		Hadera		Beast	Jeskir		Beast
Movement Combat		Movement Combat	4		Movement ( Combat 2	<sup>5</sup> <sup>"</sup>	
Support	Crunch (3) [C], Indomitable [C], Mighty O Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very	Support	Unstoppable [T], Untrained [T], Ve O Tough [S]	ery	Support	1	
Save	Tough [S], Wild Animal [T]	Save	3+		save 5	+	
CR	6"	CR	6"		CR (	5"	
Stamina	3	Stamina	2				
<b>1</b>	WILD CREATURE 150			Cost 40		WILD CREATURE	Cost 15
Kentirin	Beast	Kitahii		Beast	Lesser Fai	1ged Akitiin	Beast
Movement	8"	Movement	: 10"		Movement 4	4" <u>2</u>	
Combat	1	Combat	4		Combat 4		
Support	Evasive [C] 1	Support	Aggressive (3) [T], Agility [T], Ambu O Combat Trained (2) [C], Pounce (3) [ Ranger [T], Untrained [T], Wild Ar	[C],	Support (	Aggressive (3) [T], Ambush [S], E O Mighty Blow [C], Pounce (3) [C], [C]	vasive [C], Powerful
Save	6+	Save	5+ <sup>[T]</sup>		Save -	_	
CR	3"	CR	6"		CR 🔮	2"	
1. Anger	WILD CREATURE 5			Cost 30		WILD CREATURE	Cost 20
Marsh L "Small av	obbess Beast withly annoying"	Martra	m	Beast	Mekkrid		Beast
Movement	8"	Movement	e 6"		Movement (	5"	
Combat	1	Combat	5		Combat 1		
Support	Critter (1) [L], Evasive [C], Passive [T], 1 Swim (6) [A]	Support	Instinctive (1, 3) [T], Unstoppable [] O Untrained [T], Very Tough [S]	Г],	Support (	Aggressive (3) [T], Instinctive (2 Pounce (3) [C], Ranger [T], Untra Wild Animal [T]	, 0) [T], ained [T],
Save	-	Save	3+		Save 5	+	
CR	3"	CR	6"		CR (	)"	
		Stamina	3				
	WILD CREATURE 5		WILL CDEATINE	Cost 50		WILD CREATURE	Cost 20



Rakla Ko	MA Beast	Rakla Sempa Beast	Renteli Beast
"Learsome	predator from the Casaníí	"(fearsome predator from the Casaníi	Renteli <sup>Beast</sup>
Čerrítories" Movement		Červitovies" Mozement 8"	Movement 10"
Combat	4	Combat 3	Combat 1
Support	Аддressive (3) [T], Instinctive (2, 0) [T], 1 Раск (2) [L], Роипсе (3) [C], Sprint* (4) [A]	Aggressive (3) [T], Instinctive (2, 0) [T], Support 1 Pack (1) [L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]	Evasive [C], Flying [T], Passive [T], Swift Support O [T], Untrained [T], Weak [C]
Save	4+	save 4+	Save ?
CR	3"	cr <i>3</i> "	CR 1"
Stamina	2	stamina 2	
	WILD CREATURE 35	WILD CREATURE 30	WILD CREATURE 5
River A	kitiin Coil Beast Body Section	River Akitiin Head Beast "Cerrifying monstrosities from the tepths" Body Section	Rizver Akitiin Tail Beast Body Section
Movement	O"	Movement O"	Movement O"
Combat	0	Combat 4	Combat 3
Support	Constrict (3) [C], River Akitiin [S], Swim (9) 1 [A], Very Tough [S]	Aggressive (6) [T], Crunch (2) [C], Support 1 Instinctive (3, 0) [T], Lunge (6) [C], Powerful [C], River Akitiin [S], Swim (3)	Aggressive (3) [T], Instinctive (3, 0) [T], Support O Lunge (3) [C], Pitch (6) [C], River Akitiin [S], Swim (6) [A]
Save	3+	[A], Very Tough* [S], Wild Animal [T] Save 4+	save 4+
CR	Ο"	cr 6"	CR O"
Stamina S	special	Stamina 3	Stamina Special
	WILD CREATURE Cost Special	WILD CREATURE 150	WILD CREATURE Cost Special
Rubnko "Bað-tempe	Beast red river dwellers"	Rииkil Hullborer <sup>Beast</sup>	Sakии Beast
Movement	4"	Movement 2"	Movement 8"
Combat	5	Combat 1	Combat 2
Support	Aggressive (3) [T], Instinctive (3, 1) [T], O Pounce (3) [C], Smim (6) [A], Untrained [T], Very Tough [S], Wild Animal [T]	Стипсь (2) [С], Instinctive (1, 0) [Т], Pack Support O (1) [L], Pounce (3) [С], Swim (6) [А]	Charge (1) [A], Combat Discipline* (1) [C], Support 1 Nimble [S]
Save	3+	Save —	save 6+
CR	6'	CR O"	cr 3"
Stamina	1		Stamina I
1990 A	WILD CREATURE 30	WILD CREATURE 5	WILD CREATURE 20

Senira	Beast	Setir Opaņ <sup>Beast</sup>	Shin <sub>i</sub> y Garkrid <sup>Beast</sup>
Movement Combat Support Save CR	8" 2 1 1 4+ 6"	Movement 8" Combat 1 Support 1 Save – CR 3"	Movement 8" Combat 1 Evasive [C], Instinctive (0, 1) [T] Support O Save – CR O"
	WILD CREATURE 10	WILD CREATURE 5	WILD CREATURE 5
Shipmite	Beast	Spitting Garkrid <sup>Beast</sup>	Torala Beast "Mainly peaceful, but deadly if rikd"
Movement	2"	Movement 3"	Movement 4"
Combat	1	Combat 1	Combat 4
Support	Instinctive (1, 0) [T], Pounce (3) [C], Swim O (6) [A], Weak [C]	Instinctive (1, 0) [T], Powerful [C] Support 1	Crunch (3) [C], Indomitable [C], Instinctize Support O (0, 2) [T], Powerful [C], Swim (6) [A],
Save	-	save —	Unstoppable [T], Untrained [T], Very Tough* [S], Wild Animal [T] Save 4+
CR	Ο"	cr O"	cr 6"
			Stamina 2
		Move Rae CS Spit O" 6" 2 <sup>Powerful</sup>	
	WILD CREATURE 5	WILD CREATURE 10	WILD CREATURE 50
Tourac	Beast	Tropli Beast	Tunnelling Akitiin Beast
Movement	6"	Movement 10"	Mozement 6"
Combat	1	Combat 2	Combat 4
Support	Sqwak! [S], Untrained [T] O	Instinctive (0, 1) [T], Untrained [T] Support 1	Aggressive (3) [T], Ambush [S], Instinctive Support O (2, 0) [T], Lunge (2) [C], Untrained [T],
Save	5+	save 5+	Wild Animal [T] Save 3+
CR	12"	cr 6"	cr 6"
	Cost	Cost	Cost
	WILD CREATURE 10	WILD CREATURE 10	WILD CREATURE 40

Utakrið Beas	Utakrið (flightless) Beast	Utakrid Eggberg
Guikho	O takino (higi/itess)	Otakno Eggoerg Object
Mozvement 10"	Movement 3"	Movement ?
Combat 4	Combat 4	Combat ?
Crunch (2) [C], Dodge <sup>•</sup> [C], Flying [T], Support O Grab [A], Overflight [C], Untrained [T], Very Tough <sup>•</sup> [S]	Crunch (2) [C], Untrained [T], Very Support O Tough [S]	Support ? Sturdy [T], Very Heavy [T], Untrained [T], Very Tough [S] Save <b>3</b> +
save 4+	save 5+	
cr 9"	cr 9"	CR ? Stamina 3
Stamina 2	Stamina 2	
IN WILD CREATURE 50	WILD CREATURE 20	WILD CREATURE 15
Utakrid Eggmass (Small) Egg Object	Utakrid Sempa <sup>Beast</sup>	Voracious Lesser Red Tip Beast
Movement ?	Movement 3"	"Small and mildly annoying" Movement 10"
Combat ?	Combat 3	Combat 1
Support ? Heavy [T], Untrained [T], Very Tough [S]	Crunch (1) [C], Swim (6) [A], Untrained [T] Support 1	Evasive [C], Flying [T], Untrained [T] Support 1
save 4+	save 5+	Save —
CR ?	cr 9"	cr 3"
Stamina l		
WILD CREATURE Cost 5	WILD CREATURE 30	WILD CREATURE 5
Vorall Beas	Wild Belan Beast	Wild Flocking Garo <sup>Beast</sup>
Movement 6"	Movement 6"	Movement 10"
Combat 4	Combat 5	Combat 1
Aggressive (3) [T], Crunch (2) [C], Support O Instinctive (2, 2) [T], Pounce (2) [C], Powerful [C], Untrained [T], Wild Animal	Instinctive (0, 2) [T], Unstoppable [T], Support O Untrained [T], Very Tough [S]	Evasive [C], Flying [T], Pack (1) [L], Support 1 Untrained [T]
Save 2+ <sup>[T]</sup>	save 3+	Save —
CR 2"	cr 6"	CR 1"
	Stamina 3	
Cost WILD CREATURE 30	WILD CREATURE 50	WILD CREATURE Cost 20 for 3

Wild Hunting Garo Bear	Wild Sprigg Beast	Wild Tahela Beast
Movement 10" Combat 1 Support 2 Save – CR 1"	Movement 6" Combat 4 Support 1 Save 4+ CR 12" Movement 6" Aggressive (3) [T], Dodge [C], Instinctive (0, 2) [T], Lunge [2] [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T], Untrained [T] Stamina 1	Movement10"Combat3Combat3Support1Pack (2) [L], Pack Hunter [C], Swim (5) [A]Save4+CR6"
WILD CREATURE 5	WILD CREATURE 20	WILD CREATURE 30
Wild Tahela Jenta Bea Movement 10" Combat 2 Charge (1) [A], Pack (0) [L], Pack Hunter Support 1 [C], Swim (5) [A] Save 5+ CR 6"	Wild Tarhoeen     Beast       Movement     10"       Combat     4       Support     0       Grab [A], Instinctive (0, 2) [T], Overflight [C], Untrained [T], Very Tough [S]       save     4+       CR     12"       Stamina     1	Wild Trepain     Beast       Movement     6"       Combat     5       Combat     5       Support     O       Instinctive (0, 2) [T], Untrained [T], Very       Save     3+       CR     6"       Stamina     1
WILD CREATURE 15	WILD CREATURE 60	WILD CREATURE 40
Yartain       Bear         "Consome beasts of the Setiv mountains"       Movement 6"         Movement       6"       Setive mountains"         Support       5       Support 2         Ranger [T], Very Tought [S]       Save 3+         CR       6"         Stamina       2	t       Yartain Pup       Beast         "Young, but still forsome!"       Movement 6"       Support 3         Combat 3       Support 1 [T]       Blitz (3) [C], Loyalty (Yartain) [T], Ranger         save 4+       CR 6"	
WILD CREATURE 80	WILD CREATURE Cost 15	WILD CREATURE Cost

Yirnak I	Kopa	Я Beas	Yorali		E	Beast
Movement	8"		Movement	8"	Bener	
Combat	3		Combat	4	Kar	
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], Lung [C], Untrained [T], Very Tough" [S], W Animal [T]	nge (3) Wild
Save	3+		Save	4+		
CR	6"		CR	9"		
			Stamina	2		
1. Opt	V	WILD CREATURE 20	<b>L</b>	v	WILD CREATURE 50	

# Wild Creature - Skerrat

Срована Вгоодина	a Skerrat Beast Elite	Skerrat	Broodmother		Beast Elite
Movement	8"	Movement	8"	AL	
Combat	4	Combat	4		
Support	Aggressive (3) [T], Beast Handler (4) [L], 1 Charge (2) [A], Chobana Skerrat Trainer (4, Beast Handler(3)] [T], Dodge <sup>•</sup> [C],	Support	1 Charge (2) [# (Setir Skerrat	3) [T], Beast Hand A], Dodge* [C], Faz t) [T], Pounce (3) [C	voured Allies C], Powerful
Save	4) basis functor(3) [1] booge [C], Favoured Allies (Chobana Skerrat) [T], 4+ Pounce [3] [C], Powerful [C], Ranger [T], Savage [C]	Save	[C], Ranger [ 4+ Trainer (4, E	T], Savage [C], Se Beast Handler(3)) ['	tir Skerrat T]
CR	9"	CR	9"		
Stamina	2	Stamina	2		
					Cast
	WILD CREATURE Cost SKERRAT 60		WILD CR SKER		Cost 60

Wild Creat	ure	-	Tah	ríl					
Tahril Garkrið	Beast Garkrid	Tahril C	, Garkrid Flyer		Beast Garkrid	Tahril (	Garkrid I	Nest	Elite Object
Movement 6"		Movement Combat	4" 1			Movement Combat	0" 0		
Garkrid Swarm (1) [L], Instincti Support O [T], Passive [T], Untrained [T]	ve (0, 2)	Support	F[ying (8) [T], In O	1.51 Instinctive (1, 0) [	[T]	Support	Dorw	ant Menace [T], Passiv rid <sup>.</sup> [S], Very Tough <sup>.</sup> [S]	) e [T], Spawn
save 5+		Save	4+			Save	4+		
CR 0.5"		CR	Ο"			CR Stamina	0" 6		
WILD CREATURE TAHRIL	Cost 10		WILD CREA TAHR		Cost 5 for 2			) CREATURE TAHRIL	Cost 30
Tahril Garkrid Queen	Beast Elite Garkrid	Tabril C	Garkrið Satellite	Nest	Elite Object	Tabril C	Garkrid S	oldier	Beast Garkrid
Movement O"	Object	Movement Combat	O"			Movement Combat	6" 3		
Combat 3 Aggression Pheromones (4) [T], G Support O Swarm (3) [L], Heavy [T], Instin O] [T]		Support	Dormant Mena O Garkrid* [S], Ve		[T], Spawn	Support	-	rid Swarm (1) [L], Instine	ctive (2, 0)
save 5+		Save	5+			Save	4+		
cr 9"		CR	O"			CR	0.5"		
		Stamina	3			Мо <del>г</del> е 2"	Rge C blast 2		
WILD CREATURE TAHRIL	Cost 30	Ŵ	WILD CREA TAHR		Cost 20		WILI	) D CREATURE TAHRIL	Cost 40

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 Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

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

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

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

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

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

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

**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<sup>o</sup>. 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.

 $\mathbf{Overdrive^*}$  [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.

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.

**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.

#### Casaníi 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.

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.

Delgon Abilities

**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 be not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

# Dhogu Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack. Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

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

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

**Charge (x)** [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

# Empire Abilities

Accurate [R]: Recast up to one failed Combat Stone for this attack. Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

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

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

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

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

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

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

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

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

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

**Bodyguard** [S]: If an adjacent *Friendly Elite* or *Civilian* model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.

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

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

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

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

**Charge (x)** [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

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

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

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

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

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

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

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

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

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

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

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

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

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

**Defender** [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Hook (x) [A]: After a normal movement, select one Object or model

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

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

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

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

**Initiative [S]:** If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

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

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

**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.

 ${\bf Overdrive^*}$  [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.

#### 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 Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

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

**Charge (x)** [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Manipulate Swarm [A]: When manipulating a swarm all the Frenu

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

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

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

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

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

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

**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.



Accurate [R]: Recast up to one failed Combat Stone for this attack. Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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

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

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

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

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

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

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

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

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

**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.