

*Denizens of  
Anyaral*

*With Abilities Descriptions*

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Casarii


# Casanii - Alaim


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





# Casanii - Core


		<h2>Casaniid Warrior</h2>		Troop		CASANII - CORE		Cost 20	
<p><i>"The mainstay of the Casanii forces"</i></p>		<p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.            Rider [T]: This model may be moved by a model with the Transport[A] ability.</p>							
Movement	8"								
Combat	3								
Support	1								
Save	5+								
CR	6"								
		Move	Rge	CS	Throwing Spear				
		8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move.				
		<h2>Casaniid Warrior Chief</h2>		Elite		CASANII - CORE		Cost 80	
<p><i>"Veterans who have survived countless hunts"</i></p>		<p>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.            Combat Discipline [C]: Recast any or all Combat Stones.            Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.            Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.            Rider [T]: This model may be moved by a model with the Transport[A] ability.</p>							
Movement	8"								
Combat	4								
Support	2								
Save	5+								
CR	9"								
Stamina	2								
		Move	Rge	CS	Throwing Spear				
		8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move. Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.				
		<h2>Crested Grola</h2>		Beast		CASANII - CORE		Cost 15	
Movement	6"								
Combat	2								
Support	1								
Save	5+								
CR	6"								
									
		<h2>Erillai</h2>		Beast		CASANII - CORE		Cost 15	
<p><i>"Instinctive (1, 2) [T]: This model always casts at least 1 Erac and 2 Oran in combat.            Leap (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.            Untrained [T]: This model may not be Activated Directly."</i></p>									
Movement	8"								
Combat	3								
Support	0								
Save	4+								
CR	2"								
Stamina	1								
									


	<b>Erillai Rider</b>	Elite - Troop	CASANII - CORE	Cost 30
<i>"Fast and deadly cavalry"</i>				
Movement	8"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.		
Combat	3	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.		
Support	1	Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.		
Save	4+	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.		
CR	6"			
Stamina	1	Move	Rge	CS
		8"	4"	2
				Throwing Spear
				Bushwack: This model may make its Ranged Attack at any point during its move.





	<b>Hadera Rider</b>	Elite - Troop	CASANII - CORE	Cost 60
<i>"Masters of the Casanii plains"</i>				
Movement	10"	Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.		
Combat	4	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.		
Support	1	Transport (2) [A]: Immediately after this model's Basic Movement, select up to 2 Friendly or Allied models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.		
Save	3+	Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.		
CR	6"	Very Tough [S]: Re-roll a failed Toughness save.		
Stamina	2	Move	Rge	CS
		8"	4"	2
				Throwing Spear
				Bushwack: This model may make its Ranged Attack at any point during its move.





	<b>Mounted Shaman (Erillai)</b>	Elite - Unique	CASANII - CORE	Cost 60
Movement	8"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.		
Combat	3	Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.		
Support	1	Inspire [T]: All models directly activated by this model gain one Stamina.		
Save	4+	Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.		
CR	6"	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.		
Stamina	3	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.		





	<b>Mounted Shaman (Hadera)</b>	Elite - Unique	CASANII - CORE	Cost 90
Movement	10"	Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.		
Combat	4	Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.		
Support	1	Inspire [T]: All models directly activated by this model gain one Stamina.		
Save	3+	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.		
CR	6"	Transport (2) [A]: Immediately after this model's Basic Movement, select up to 2 Friendly or Allied models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.		
Stamina	3	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.		





	<b>On'Saa</b>	Elite	CASANII - CORE	Cost 50
<i>"Ensuring messages are delivered at all costs"</i>				
Movement	8"	Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test. Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Dodge* [C]: Force your opponent to turn over one successful Erac. Ferocity* [C]: Cast one additional Combat Stone. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Rider [T]: This model may be moved by a model with the Transport[A] ability. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool. Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.		
Combat	3			
Support	1			
Save	6+			
CR	6"			
Stamina	4			





	<b>Shaman</b>	Elite - Unique	CASANII - CORE	Cost 40
<i>"Those who walk with the spirits"</i>				
Movement	8"	Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. Inspire [T]: All models directly activated by this model gain one Stamina. Rider [T]: This model may be moved by a model with the Transport[A] ability. Tactician* [S]: Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.		
Combat	3			
Support	1			
Save	6+			
CR	6"			
Stamina	2			







	<b>Tracker</b>	Troop	CASANII - CORE	Cost 25
<i>"Unerringly accurate with their bows"</i>				
Movement	8"	Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Rider [T]: This model may be moved by a model with the Transport[A] ability. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.		
Combat	3			
Support	1			
Save	6+			
CR	6"	Move	Rge	CS
Stamina	1	3"	18"	2
Longbow Focus*: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack. Quick Shot*: Make an additional Ranged Attack.				











# Casanii - Deyath

 <b>Telani Deyath</b>		Elite - Unique		CASANII - DEYATH		Cost
						100
<i>"Scourge of those who trespass on his lands"</i>						
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Very Tough [S]: Re-roll a failed Toughness save.				
Combat	4					
Support	2					
Save	4+					
CR	9"	Move	Rge	CS	Koiba	
Stamina	3	8"	4"	3	Bushwack: This model may make its Ranged Attack at any point during its move. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.	

# Casani - Enyath

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

# Casanii - Feral

		Dompaku	Beast	CASANII - FERAL	Cost 60
<p>“Graceful giants who accompany the ferals”</p>					
Movement	6"	<p>Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.                      Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.                      Proud [T]: This model may only be Activated Directly.                      Transport (4) [A]: Immediately after this model's Basic Movement, select up to 4 Friendly or Allied models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.                      Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.                      Vehicle (3) [T]: This model may carry up to 3 Small Friendly models as Crew.                      Very Tough [S]: Re-roll a failed Toughness save.</p>			
Combat	5				
Support	1				
Save	3+				
CR	6"				
Stamina	3				
		Feral Baksun	Troop	CASANII - FERAL	Cost 45
Movement	8"	<p>Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.                      Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.                      Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.                      Powerful Charge [T]: If this model ends its move more than 4" from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.                      Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p>			
Combat	4				
Support	1				
Save	4+				
CR	3"				
		Feral Brave	Elite - Troop	CASANII - FERAL	Cost 30
<p>“The older ferals who rule the youngsters”</p>					
Movement	6"	<p>Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians.                      Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.                      Get 'em! [A]: Select one Friendly Beast model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.                      Rider [T]: This model may be moved by a model with the Transport[A] ability.</p>			
Combat	2				
Support	1				
Save	6+				
CR	3"				
Stamina	1				
		Feral Brave on Rakla	Elite - Troop	CASANII - FERAL	Cost 40
<p>“The braves can barely control the huge beasts!”</p>					
Movement	8"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".                      Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.                      Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.                      Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.                      Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.                      Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.                      Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p>			
Combat	4				
Support	1				
Save	4+				
CR	3"				
Stamina	2				



## Feral Granok Rider

Troop

CASANII - FERAL

Cost  
25

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

Instinctive (O, 1) [T]: This model always casts at least 1 Oran in combat.  
 Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.  
 Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.

Move	Rge	CS	Sling
10"	8"	2	

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



## Feral Mutt

Beast - Troop

CASANII - FERAL

Cost  
15

"All tempered protectors for the young ferals"

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

Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
 Pack (O) [L]: This model can be activated by Friendly models with the Pack[L] ability.



## Feral Sling

Troop

CASANII - FERAL

Cost  
10

"Hunting their prey from afar"

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

Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.  
 Rider [T]: This model may be moved by a model with the Transport[A] ability.

Move	Rge	CS	Sling
3"	8"	2	



## Feral Warrior

Troop

CASANII - FERAL



Cost  
10



"Young casanii trying to prove themselves"



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



Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.  
 Rider [T]: This model may be moved by a model with the Transport[A] ability.



	<b>Jakiin</b>	Troop - Unique	<b>CASANII - FERAL</b>	Cost 10
<i>"The youngest of Koi'Koi's ferals"</i>				
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"			
				


	<b>Lek'Saa</b>	Elite - Unique	<b>CASANII - FERAL</b>	Cost 20
<i>"More at home with grishak than her kin"</i>				
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 model may treat each other as being Friendly.		
Combat	2	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" from any Enemy models. The models may be activated during the Turn.		
Save	6+			
CR	6"			
Stamina	1			
				

	<b>Lek'Saa on Grishak</b>	Elite - Unique	<b>CASANII - FERAL</b>	Cost 50
<i>"More at home with grishak than her kin"</i>				
Movement	10"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.		
Combat	3	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Favoured Allies (Grishak Jenta) [T]: This model allows you to take models of type Grishak Jenta as Allies. Those models and this model may treat each other as being Friendly.		
Support	1	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 may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn.		
CR	6"	Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.		
Stamina	2			
				

	<b>Lek'Saa on Rakla</b>	Elite - Unique	<b>CASANII - FERAL</b>	Cost 30
<i>"More at home with grishak than her kin"</i>				
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.		
Support	1	Get 'em! [A]: Select one Friendly Beast model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support. Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.		
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 may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn.		
CR	6"	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.		
				











# Casanii - Steyar

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



*Delgon*

# Delgon - Core

	<b>Beldarak Bombard</b>	Mechanical - Object	DELGON - CORE	Cost 25	
Movement	Special	Fuel [T]: This model does not recover Stamina during the End Phase. Heavy [T]: This model may be moved up to 6" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" if pulled by 2 Small or 1 Medium model.			
Combat	—	Move Rge CS Shell Untrained [T]: This model may not be Activated in a direction.			
Support	—	0" 12-24" 2	Death From Above: This attack ignores the Engaged and Obstructed conditions. Haphazard (4, 3): Place a Target Marker within range. Cast 4 Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a 3" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3" of the target then you may recast one failed Combat Stone when rolling to scatter.		
Save	2+		Operated (2): This model may be fired at the end of the Turn if it did not move and there are least 2 Unengaged Friendly Operators models adjacent to it. Powerful: Any blows that are landed by this model must be saved with a -1 modifier. Shatter: This attack ignores the Sturdy[T] ability.		
CR	—				
Stamina	1				
	<b>Delgon Mechanic</b>	Troop	DELGON - CORE	Cost 15	
Movement	6"	Initiative [S]: If this model has not already activated and an adjacent Friendly Elite or Civilian is activated this model may be activated for free. Tune Up [A]: An adjacent Mechanical model may immediately gain one Stamina.			
Combat	1				
Support	0				
Save	5+				
CR	0.5"				
	<b>Delgon Sprog</b>	Troop	DELGON - CORE	Cost 5	
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	1				
Support	1				
Save	5+				
CR	3"				
	<b>Delgon Sprog &amp; Skerrat</b>	Troop	DELGON - CORE	Cost 10	
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	2				
Support	1				
Save	5+				
CR	3"	Move Rge CS Skerrat 6" 5" 1	Bushmuck: This model may make its Ranged Attack at any point during its move. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.		



## Delgon Sprog Gang Leader

Troop

DELGON - CORE

Cost  
15

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



## Delgon Sprog Skerrat Rider

Troop

DELGON - CORE

Cost  
20

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



## Heavy KalMalog

Elite - Mechanical

DELGON - CORE

Cost  
50

Movement	3"	Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability. Fuel [T]: This model does not recover Stamina during the End Phase. Sprint* (3) [A]: Move up to 3". This ability may only be used after this model has performed a Basic Movement. Unstable (3) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first 3 is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side. Very Tough [S]: Re-roll a failed Toughness save.			
Combat	3				
Support	1				
Save	3+				
CR	0.5"	Move	Rge	CS	Guns
Stamina	6	0"	12"	2	Ferocity: Cast one additional Combat Stone. Long Range* (6): Increase the range of this attack by 6". Quick Shot: Make an additional Ranged Attack.



## Heavy KalMalog With Deraks

Elite - Mechanical

DELGON - CORE

Cost  
50

Movement	3"	Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability. Fuel [T]: This model does not recover Stamina during the End Phase. Sprint* (3) [A]: Move up to 3". This ability may only be used after this model has performed a Basic Movement. Unstable (3) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first 3 is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side. Very Tough [S]: Re-roll a failed Toughness save.			
Combat	3				
Support	1				
Save	3+				
CR	0.5"	Move	Rge	CS	Guns
Stamina	6	0"	12"	2	Long Range* (6): Increase the range of this attack by 6". Overdrive: Use before combat. Cast one additional Combat Stone. Powerful: Any blows that are landed by this model must be saved with a -1 modifier. Shatter: This attack ignores the Sturdy[T] ability.





## Heavy KalMalog With Gushraks

Elite - Mechanical

DELGON - CORE

Cost  
50

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

Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.  
 Fuel [T]: This model does not recover Stamina during the End Phase.  
 Sprint (3) [A]: Move up to 3". This ability may only be used after this model has performed a Basic Movement.  
 Unstable (3) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first 3 is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.  
 Very Tough [S]: Re-roll a failed Toughness save.



Move Rge CS Gushrak

3 0" blast 3 Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.  
 Intense Spray: Place an additional Blast Template, its short end must touch an existing Blast Template.  
 Quick Shot: Make an additional Ranged Attack.



## KalDreman

Troop

DELGON - CORE

Cost  
20

"Elite but headstrong bodyguards"

Movement	6"
Combat	2
Support	2
Save	5+
CR	0.5"

Bodyguard [S]: If an adjacent Friendly Elite or Civilian model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.  
 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
 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.  
 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.  
 Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.



## KalDromar

Troop

DELGON - CORE

Cost  
15

"Stalwart and reliable bodyguards"

Movement	6"
Combat	2
Support	1
Save	4+
CR	0.5"

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



## KalDru

Mechanical - Troop

DELGON - CORE

Cost  
20

"Devastatingly effective!"

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

Move Rge CS Light Derak

3" blast 3 Point Blank Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.





## KalDruKar

Mechanical - Troop

DELGON - CORE

Cost  
30

"Unwieldy, but deadly at long range!"

Movement	6"
Combat	1
Support	0
Save	5+
CR	0.5"
Stamina	3

Move Rge CS Derakar

Long Range\* (4): Increase the range of this attack by 4".  
Quick Shot: Make an additional Ranged Attack.



## KalGarkii

Troop

DELGON - CORE

Cost  
10

"Inexperienced but unquestioning in their loyalty"

Movement	6"
Combat	2
Support	1
Save	5+
CR	0.5"



## KalGush

Mechanical - Troop

DELGON - CORE

Cost  
30

"Feared by friends and enemies alike!"

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

Gasmask [T]: This model is immune to effects caused by Cloud Templates.  
Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.  
Safety Valve (3) [T]: If this model has 3 Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.  
Vent\* [A]: Place a 3" 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.

Move Rge CS Gushrak

Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.  
Wide Spray: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.



## KalJoran

Troop

DELGON - CORE

Cost  
15

"Ferocious shock troopers who lead the charge"

Movement	6"
Combat	2
Support	1
Save	5+
CR	0.5"

Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
Defensive Line [C]: During any combat while adjacent to another Friendly model with Defensive Line [C], if all successful casts are Oran then each success cancels two opposing Erae.





## KalMalog

Elite - Mechanical

DELGON - CORE

Cost  
50

*"Trampling all beneath their metal hooves!"*

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

Assassinate (A): Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
 Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Fuel (T): This model does not recover Stamina during the End Phase.  
 Overdrive (C): Use before combat. Cast one additional Combat Stone.  
 Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.  
 Stamina Limit (3) [T]: This model may never use more than 3 Stamina during one Turn.



## KalMalog Veteran

Elite - Mechanical

DELGON - CORE

Cost  
75

*"Trampling all beneath their metal hooves!"*

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

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



## Mounted NuraSen

Elite

DELGON - CORE

Cost  
50

*"All must bow to the Enari!"*

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

Authority (4) [L]: Activate up to 4 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.  
 Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.



## NuraFehn

Troop

DELGON - CORE

Cost  
15

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

Initiative (S): If this model has not already activated and an adjacent Friendly Elite or Civilian is activated this model may be activated for free.  
 Smelling Salts (S): A Friendly model in base contact with this model that fails its Toughness save may re-roll it. This ability can only be used once per Turn.





## NuraKira

Elite

DELGON - CORE

Cost  
20

*"For the Gods!"*

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

Authority (2) [L]: Activate up to 2 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.  
Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.



## NuraKira Obal

Elite - Unique

DELGON - CORE

Cost  
30

*"I aim only to bring peace to these lands"*

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

Authority (2) [L]: Activate up to 2 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.  
Diplomat (Empire) [T]: This model may be taken as Allies in a force from the Empire Culture, accompanied by up to 100 points of Friendly Troops and/or Elites. These models count as an Allies.  
Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.



## NuraLehn

Troop

DELGON - CORE

Cost  
15

*"The young Acolytes lead from the front lines"*

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

Authority (1) [L]: Activate up to 1 Friendly Troop or Civilian. Any Troop activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.



## NuraSen

Elite

DELGON - CORE

Cost  
40



*"All must bow to the Emari!"*



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



Authority (4) [L]: Activate up to 4 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.  
Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.





	<b>NuraSen Gohral</b>	Elite - Unique	DELGON - CORE	Cost 60
<i>"Possessed of a sharp but callous mind"</i>				
Movement	6"	<p>Authority (4) [L]: Activate up to 4 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.</p> <p>Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.</p> <p>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.</p>		
Combat	1			
Support	1			
Save	6+			
CR	6"			
Stamina	2			
				

	<b>NuraSen Plutom</b>	Elite - Unique	DELGON - CORE	Cost 60
<i>"Technology is the route to victory!"</i>				
Movement	6"	<p>Authority (4) [L]: Activate up to 4 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.</p> <p>Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.</p> <p>Refuel" (3) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to 3 Stamina.</p> <p>Time Up [A]: An adjacent Mechanical model may immediately gain one Stamina.</p>		
Combat	1			
Support	1			
Save	5+			
CR	6"			
Stamina	2			
				

	<b>NuraTia Obal</b>	Elite - Unique	DELGON - CORE	Cost 60
Movement	6"	<p>Authority (4) [L]: Activate up to 4 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.</p> <p>Diplomat (Empire) [T]: This model may be taken as Allies in a force from the Empire Culture, accompanied by up to 100 points of Friendly Troops and/or Elites. These models count as an Allies.</p> <p>Influential (2) [S]: This model has 2 Coins which may be used before or during the game. Before the game you may spend Coins to give access to fubarnii models that would not normally be available. One Coin allows you to recruit either two Troop or one Elite model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.</p> <p>During the game you may spend any remaining Coins as follows: · Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate. · Incentives: Spend one Coin during the model's Activation to let up to three models within Command Range gain one Stamina.</p> <p>Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.</p>		
Combat	1			
Support	1			
Save	6+			
CR	6"			
				

# Delgon - Core (Military)



Delgon Standard Bearer

Troop

DELGON - CORE

Cost

20

Movement

6"

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

Combat

1

Support

1

Save



5+

CR

9"



# Delgon - Dehran

	<b>Dehran</b>	Enarii - Unique	<b>DELGON - DEHRAN</b>	Cost 120
<i>"The god of the Shogu nomads"</i>				
Movement	10"	<p>Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.            Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.            Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.            Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.            Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.            Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.            Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.            Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	5			
Support	0			
Save	3+			
CR	12"			
Stamina	5			
	<b>KalDehran</b>	Troop	<b>DELGON - DEHRAN</b>	Cost 20
<i>"Loyal followers of Dehran"</i>				
Movement	6"	<p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.            Loyalty (Dehran) [T]: Select a Friendly Dehran model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.            Ranger [T]: This model may move over difficult terrain without Moving Cautiously.            Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.            Retinue (Dehran) [T]: This model starts with one Stamina if deployed within 3" of Dehran. While within 3" of Dehran this model gains one Stamina during the End Phase.            Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.</p>		
Combat	2			
Support	2			
Save	5+			
CR	0.5"			
Stamina	Special			
	<b>NuraSen Todahlin</b>	Elite - Unique	<b>DELGON - DEHRAN</b>	Cost 50
Movement	8"	<p>Authority (4) [L]: Activate up to 4 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.            Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.            Favoured Allies (Teral) [T]: This model allows you to take models of type Teral as Allies. Those models and this model may treat each other as being Friendly.            Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.            Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	2			
Support	1			
Save	4+			
CR	6"			
Stamina	1			

# Delgon - Eldeyn



Eldeyn The Gardener

Enarii - Unique

DELGON - ELDEYN

Cost

80

Movement	10"	<p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.          Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.          Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.          Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.          Very Tough [S]: Re-roll a failed Toughness save.</p>
Combat	4	
Support	0	
Save	3+	
CR	12"	
Stamina	5	



# Delgon - Garabon



NuraGan Largos

Elite - Unique

DELGON - GARABON


Cost

60

Movement	8"	<p>Authority (4) [L]: Activate up to 4 Friendly Troops or Civilians. Any Troops activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.</p>
Combat	2	
Support	1	
Save	4+	
CR	6"	



# Delgon - Roban

	<b>Roban</b>	Enarii - Unique	<b>DELGON - ROBAN</b>	Cost <b>250</b>
<i>"Seething with hatred for the devanu"</i>				
Movement	10"	<p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.</p> <p>Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	5			
Support	0			
Save	3+			
CR	12"			
Stamina	5			



*Devanu*

# Devanu - Arak



Arak Katain

Elite - Unique

DEVANU - ARAK

Cost

225

*"I shall kill one of their gods!"*









Movement	10"
Combat	6
Support	0
Save	4+
CR	12"
Stamina	6

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.  
 Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.  
 Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.  
 Momentum [S]: Gain one Stamina and move up to 2" if this model destroys another model.  
 Very Tough [S]: Re-roll a failed Toughness save.





# Devanu - Core

 <p><b>Devanu Eggstick</b></p> <p><i>"Keeping their eggs safe and close"</i></p> <p>Movement —</p> <p>Combat —</p> <p>Support —</p> <p>Save 4+</p> <p>CR 0"</p>	<p>Egg - Elite - Object</p> <p>Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6" away.</p> <p>Untrained [T]: This model may not be Activated Directly.</p> <p>Unwieldy [T]: A model can only carry one Unwieldy[T] object. Small models Move Cautiously if carrying an Unwieldy[T] object. A model carrying an Unwieldy[T] object must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.</p>	<p>DEVANU - CORE</p>	<p>Cost 5</p> 
 <p><b>Devanu Hatchling</b></p> <p><i>"Even the youngest of hatchlings can be deadly"</i></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 3"</p> <p>Stamina 1</p>	<p>Jenta</p> <p>Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.</p> <p>Ferocity [C]: Cast one additional Combat Stone.</p> <p>Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].</p>	<p>DEVANU - CORE</p>	<p>Cost 20</p> 
 <p><b>Devanu Kopa</b></p> <p><i>"Masters of the art of hunting and killing"</i></p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p>	<p>Elite</p> <p>Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.</p> <p>Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.</p> <p>Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.</p> <p>Combat Discipline [C]: Recast any or all Combat Stones.</p> <p>Dodge [C]: Force your opponent to turn over one successful Erac.</p> <p>Feint [C]: Force your opponent to recast all their Combat Stones.</p> <p>Leap [4] [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.</p> <p>Packmaster [4] [L]: Activate up to 4 Friendly Elites.</p> <p>Sprint [5] [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.</p>	<p>DEVANU - CORE</p>	<p>Cost 175</p> 
 <p><b>Devanu Kopa Beastmaster</b></p> <p><i>"Some Devanu never do develop a proper fondness for their kin"</i></p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p>	<p>Elite</p> <p>Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.</p> <p>Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.</p> <p>Beast Handler [3] [L]: Activate up to 3 Friendly Beasts.</p> <p>Charge [2] [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.</p> <p>Dodge [C]: Force your opponent to turn over one successful Erac.</p> <p>Ferocity [C]: Cast one additional Combat Stone.</p> <p>Leap [4] [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.</p> <p>Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].</p> <p>Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.</p> <p>Trainer (1 Wild Creature, Loyalty[Devanu Kopa Beastmaster]) [T]: At the start of the game, up to 1 Wild Creature models in the force may be given the Loyalty[Devanu Kopa Beastmaster] ability.</p>	<p>DEVANU - CORE</p>	<p>Cost 175</p> 



## Devanu Kopa Ranger

Elite

DEVANU - CORE

Cost  
175

*"Masters of the art of hunting and killing"*

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

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.  
 Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.  
 Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Feint [C]: Force your opponent to recast all their Combat Stones.  
 Leap (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.  
 Packmaster (4) [L]: Activate up to 4 Friendly Elites.  
 Sprint (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.



## Devanu Kopa Ravager

Elite

DEVANU - CORE

Cost  
175

*"Masters of the art of hunting and killing"*

Movement	10"
Combat	6
Support	2
Save	4+
CR	12"
Stamina	6

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 model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Packmaster (4) [L]: Activate up to 4 Friendly Elites.  
 Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.  
 Sprint (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.  
 Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.



## Devanu Kopa Warmonger

Elite

DEVANU - CORE

Cost  
175

*"Masters of the art of hunting and killing"*

Movement	8"
Combat	6
Support	2
Save	4+
CR	12"
Stamina	6

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.  
 Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.  
 Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Packmaster (4) [L]: Activate up to 4 Friendly Elites.  
 Powerful [C]: Any blows that are landed by this model 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.  
 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.



## Devanu Matriarch

Elite

DEVANU - CORE

Cost  
120

*"Fiercely protective of their young"*

Movement	10"
Combat	5
Support	2
Save	5+
CR	12"
Stamina	4

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.  
 Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Feint [C]: Force your opponent to recast all their Combat Stones.  
 Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any Friendly Eggs within 12".  
 Matriarch (4) [L]: Activate up to 4 Friendly Jenta.  
 Sprint (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.





## Devanu Sempa

Elite

DEVANU - CORE

Cost  
125

*"Following their Kopa with absolute trust"*

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

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 (2) [L]: Activate up to 2 Friendly Beasts.  
 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.  
 Sprint (S) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.



## Grishak

Beast

DEVANU - CORE

Cost  
25

*"Silent and deadly hunters"*

Movement	10"
Combat	2
Support	1
Save	4+
CR	3"

Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 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].  
 Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.



## Grishak Jenta

Beast

DEVANU - CORE

Cost  
15

*"The vicious youngsters are still dangerous!"*

Movement	10"
Combat	2
Support	1
Save	5+
CR	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 supporting another model with Pack Hunter[C].  
 Untrained [T]: This model may not be Activated Directly.



## Grishak Kopa

Beast - Elite

DEVANU - CORE


Cost  
50

*"Hulking and terrible beasts!"*

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


Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 Grishak Trainer (2, Pack Instinct) [T]: At the start of the game, up to 2 Grishaks in the force may be given the Pack Instinct ability.  
 Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.  
 Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].  
 Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.  
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.




 **Jenta Handler** Elite - Jenta **DEVANU - CORE** Cost **50**

*"More at home with beasts than other Devanu."*


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. Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Ferocity [C]: Cast one additional Combat Stone. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].
Combat	4	
Support	1	
Save	5+	
CR	6"	
Stamina	3	




 **Jenta Hunter** Elite - Jenta **DEVANU - CORE** Cost **50**

*"Young Devanu who fight close to their siblings."*


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. Combat Discipline* [C]: Recast any or all Combat Stones. Feint* [C]: Force your opponent to recast all their Combat Stones. Ferocity [C]: Cast one additional Combat Stone. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].
Combat	4	
Support	1	
Save	5+	
CR	6"	
Stamina	3	




 **Jenta Spear** Elite - Jenta **DEVANU - CORE** Cost **50**

*"Hurling spears scavenged from their prey"*


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		
Support	1		
Save	5+		Move 8" Rge 8" CS 2
CR	6"		Spear Focus*: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first. Long Range* (4): Increase the range of this attack by 4".
Stamina	3		





 **Kosok** Beast **DEVANU - CORE** Cost **25**

*"Casting a fearful shadow over their prey"*

Movement	12"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Flit [C]: Use this model's Combat Action to move up to 3". Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.
Combat	1	
Support	3	
Save	6+	
CR	6"	



# Devanu - Outcasts

		Elite - Jenta	DEVANU - OUTCASTS	Cost			
				75			
		 <b>Alpha Outcast</b>					
<i>"Desperate leaders of the young outcasts"</i>							
Movement	8"	Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test. Alpha [T]: You may only have one model with the Alpha[T] trait in a Force. Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Combat Discipline [C]: Recast any or all Combat Stones. Dodge [C]: Force your opponent to turn over one successful Erac. Ferocity [C]: Cast one additional Combat Stone. Leap (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa. Packmaster (4) [L]: Activate up to 4 Friendly Elites.					
Combat	4						
Support	1						
Save	5+						
CR	6"						
Stamina	4						
					 <b>Kelahn</b>		
<i>"Ferocious beasts that prowls the Angoran Wastes"</i>							
Movement	8"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Instinctive (4, 2) [T]: This model always casts at least 4 Erac and 2 Oran in combat. Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save. Wild Animal [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.					
Combat	6						
Support	0						
Save	3+						
CR	6"						
Stamina	2						
					 <b>Koi'Koi</b>		
<i>"Venerated by young Devanu and Ferals alike"</i>							
Movement	6"	Combat Discipline [C]: Recast any or all Combat Stones. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf. Favoured Allies (Casarii Feral) [T]: This model allows you to take models of type Casarii Feral as Allies. Those models and this model may treat each other as being Friendly. Inspire [T]: All models directly activated by this model gain one Stamina. Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.					
Combat	4						
Support	1						
Save	5+						
CR	6"						
Stamina	3						

# Devanu - Tar Kisael



## Fubarnii Slave

Slave DEVANU - TAR KISAEAL

Cost  
5

Movement	6"	<p>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.</p> <p>Untrained [T]: This model may not be Activated Directly.</p>
Combat	1	
Support	1	
Save	6+	
CR	2"	



## Jenta Enslaver

Elite - Jenta DEVANU - TAR KISAEAL

Cost  
50

Movement	8"	<p>Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.</p> <p>Ferocity [C]: Cast one additional Combat Stone.</p> <p>Leap (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.</p> <p>Slaver (6) [T]: This model may be accompanied by up to 6 Slaves. Those models gain the Loyalty[T] ability for this model.</p> <p>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.</p> <p>Trainer (3 Slaves, Loyalty(Slaver)) [T]: At the start of the game, up to 3 Slaves models in the force may be given the Loyalty(Slaver) ability.</p>
Combat	4	
Support	1	
Save	5+	
CR	6"	
Stamina	3	



## Tar-Kisael

Elite - Unique DEVANU - TAR KISAEAL

Cost  
175

Movement	10"	<p>Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.</p> <p>Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.</p> <p>Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.</p> <p>Combat Discipline [C]: Recast any or all Combat Stones.</p> <p>Dodge [C]: Force your opponent to turn over one successful Erac.</p> <p>Feint [C]: Force your opponent to recast all their Combat Stones.</p> <p>Leap (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.</p> <p>Packmaster (4) [L]: Activate up to 4 Friendly Elites.</p> <p>Sprint (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.</p>
Combat	6	
Support	2	
Save	5+	
CR	12"	
Stamina	6	



# Devanu - Tar Kisael (Military)



## Acorri Deyirn

Civilian DEVANU - TAR KISAEL

Cost  
20

Movement	6"	<p>Conard (T): If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.                  Slaver (2) (T): This model may be accompanied by up to 2 Slaves. Those models gain the Loyalty (T) ability for this model.</p>
Combat	2	
Support	1	
Save	5+	
CR	6"	



## Deyirn Light Cavalry

Troop DEVANU - TAR KISAEL

Cost  
20

Movement	10"	<table border="0"> <tr> <td>Move</td> <td>Rge</td> <td>CS</td> <td>Spear</td> </tr> <tr> <td>10"</td> <td>4"</td> <td>3</td> <td>Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.</td> </tr> </table>	Move	Rge	CS	Spear	10"	4"	3	Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.
Move	Rge		CS	Spear						
10"	4"		3	Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.						
Combat	3									
Support	1									
Save	5+									
CR	6"									



## Deyirn Militia

Troop DEVANU - TAR KISAEL

Cost  
10

Movement	6"	<p>Defender (S): If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.</p>
Combat	2	
Support	1	
Save	5+	
CR	6"	



## Deyirn Militia Captain

Elite DEVANU - TAR KISAEL

Cost  
50

Movement	6"	<p>Captain (8) (L): Activate up to 8 Friendly Troops or Civilians.                  Combat Discipline (C): Recast any or all Combat Stones.                  Combat Trained (2) (C): Recast up to 2 failed Combat Stones. Can be used once per combat.                  Coordinated Strike (A): Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.                  Defender (S): If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.</p>
Combat	3	
Support	2	
Save	5+	
CR	6"	
Stamina	1	





## Deyirn Mounted Militia Captain

Elite DEVANU - TAR KISAEL

Cost  
60

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

Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.  
 Defender [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.



## Deyirn Mounted Reynad

Elite DEVANU - TAR KISAEL

Cost  
50

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Concentrated Fire [A]: Place a Target Marker in Line of Sight at least 4" away from any Friendly models. Any Friendly Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.



Move Rge CS Staff Sling

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



## Deyirn Reynad

Elite DEVANU - TAR KISAEL

Cost  
40

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Concentrated Fire [A]: Place a Target Marker in Line of Sight at least 4" away from any Friendly models. Any Friendly Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.



Move Rge CS Staff Sling

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



## Deyirn Slinger

Troop DEVANU - TAR KISAEL

Cost  
15

Movement	6"
Combat	1
Support	1
Save	6+
CR	6"
	Move Rge CS Staff Sling
	3" 18" 2







# Trisate

Elite DEVANU - TAR KISAEL

Cost  
40









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

*Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".*  
*Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.*  
*Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.*  
*Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].*  
*Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.*  
*Retinue (Jenta Enslaver) [T]: This model starts with one Stamina if deployed within 3" of Jenta Enslaver. While within 3" 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.*



*Phogu*

# Dhogu - Core

 <b>Dhogu Archer</b>		Elite	DHOGU - CORE		Cost 40
<i>"Snipping from the snowdrifts"</i>					
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4" away from any Friendly models. Any Friendly Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	2				
Support	1				
Save	5+				
CR	6"				
Stamina	1	Move	Rge	CS	Bow
		3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack.
					
 <b>Dhogu Bow</b>		Troop	DHOGU - CORE		Cost 15
<i>"The first they'll know is the bite of our arrows"</i>					
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.					
Movement	6"				
Combat	2				
Support	1				
Save	5+				
CR	6"				
		Move	Rge	CS	Bow
		3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack.
					
 <b>Dhogu Captain</b>		Elite	DHOGU - CORE		Cost 40
<i>"We shall thrive in these difficult times"</i>					
Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.					
Movement	6"				
Combat	3				
Support	2				
Save	5+				
CR	6"				
Stamina	1				
					
 <b>Dhogu Spear</b>		Troop	DHOGU - CORE		Cost 15
<i>"Born to the mountains"</i>					
Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.					
Movement	6"				
Combat	2				
Support	1				
Save	5+				
CR	6"				
					



## Dhogu Sprog

Troop

DHOGU - CORE

Cost  
5

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



## Dhogu Sprog & Skerrat

Troop

DHOGU - CORE

Cost  
10

Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Combat	2			
Support	1			
Save	5+			
CR	3"	Move	Rge	CS
		6"	5"	1

Skerrat  
 Bushwack: This model may make its Ranged Attack at any point during its move.  
 Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.



## Dhogu Sprog Gang Leader

Troop

DHOGU - CORE

Cost  
15

Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Gang (2) [L]: Activate up to 2 Friendly models with the Gang[L] ability. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Trainer (3, Gang[O]) [T]: At the start of the game, up to 3 models in the force may be given the Gang[O] ability.		
Combat	1			
Support	1			
Save	5+			
CR	3"	Move	Rge	CS
		6"	5"	1

Skerrat  
 Bushwack: This model may make its Ranged Attack at any point during its move.  
 Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.



## Dhogu Sprog Skerrat Rider

Troop

DHOGU - CORE

Cost  
20

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





## Dhogu Trapper

Elite

DHOGU - CORE

Cost  
40

"Just wait for the mountains to provide"

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

Beast Handler (6) [L]: Activate up to 6 Friendly Beasts.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Coordinated Striker [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.  
 Pathfinder (6) [S]: At the start of the game you may choose not to deploy this model and up to 6 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.



Move	Rge	CS	Blow
3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack.



## Dhogu Warlord

Elite

DHOGU - CORE

Cost  
125

"A storm is coming, but we shall remain!"

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Powerful Charge [T]: If this model ends its move more than 4" 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.



## Domesticated Yirnak

Beast

DHOGU - CORE

Cost  
15

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

Instinctive (2, 1) [T]: This model always casts at least 2 Erac and 1 Oran in combat.  
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Untrained [T]: This model may not be Activated Directly.  
 Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.



## Kimut Tikaan

Elite - Unique

DHOGU - CORE

Cost  
150

Movement	8"
Combat	5
Support	2
Save	4+
CR	6"
Stamina	2

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.  
 Powerful Charge [T]: If this model ends its move more than 4" 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.





## Setir Skerrat

Beast - Troop

DHOGU - CORE

Cost  
15 for 2

"Resourceful little creatures..."

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

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.  
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.



## Tak Sirahn

Elite - Unique

DHOGU - CORE

Cost  
60

"Born to roam with the beasts of the mountains"

Movement	6"
Combat	3
Support	0
Save	4+
CR	12"
Stamina	3

Beast Handler (8) [L]: Activate up to 8 Friendly Beasts.  
Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
Favoured Allies (Yartain) [T]: This model allows you to take models of type Yartain as Allies. Those models and this model may treat each other as being Friendly.  
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
Storm Summoner [A]: Place a 3" Smoke Template within this model's Command Range.  
Terrain (2, Snowdrifts) [T]: After deploying this model you may immediately place 2 pieces of terrain of type Snowdrifts within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.



## Tarku Droma

Elite - Unique

DHOGU - CORE

Cost  
50

Movement	6"
Combat	3
Support	2
Save	5+
CR	9"
Stamina	1

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
Combat Discipline [C]: Recast any or all Combat Stones.  
Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
Concentrated Fire [A]: Place a Target Marker in Line of Sight at least 4" away from any Friendly models. Any Friendly Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.  
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.

Move	Rge	CS	Bow
3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack.



## Yirnak

Beast

DHOGU - CORE

Cost  
15

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

Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.  
Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombar.





## Yirnak Captain

Elite

DHOGU - CORE

Cost  
80

*"Leading the raiders from atop the shaggy yirnak"*

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 Combat Discipline: [C]: Recast any or all Combat Stones.  
 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
 Powerful Charge [T]: If this model ends its move more than 4" 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.



## Yirnak Rider

Troop

DHOGU - CORE

Cost  
40

*"Foul tempered beasts and riders!"*

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

Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
 Powerful Charge [T]: If this model ends its move more than 4" 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.



# Dhogu - Core (Beasts)



Domesticated Martram

Beast

DHOGU - CORE

Cost  
50



Movement	6"	<p>Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.                  Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.                  Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.                  Untrained [T]: This model may not be Activated Directly.                  Vehicle (2) [T]: This model may carry up to 2 Small Friendly models as Crew.                  Very Tough [S]: Re-roll a failed Toughness save.</p>
Combat	5	
Support	0	
Save	3+	
CR	6"	
Stamina	3	













*Empire*

# Empire - Ardaug (Military)

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

# Empire - Core

	@trebarnii brute@ Slave	Beast - Slave	EMPIRE - CORE	Cost 30	
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.			
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. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Support	1	Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.			
Save	3+	Unruly [T]: If this model is not within Command Range of a model with Slave[T] then it treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.			
CR	2"	Untrained [T]: This model may not be Activated Directly.			
	@trebarnii goader@ Slave	Slave	EMPIRE - CORE	Cost 15	
Movement	6"	Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" directly away from this model. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	2	Unruly [T]: If this model is not within Command Range of a model with Slave[T] then it treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.			
Support	1	Untrained [T]: This model may not be Activated Directly.			
Save	5+				
CR	6"				
	@trebarnii howler@ Slave	Slave	EMPIRE - CORE	Cost 15	
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Surefooted [T]: This model may re-roll a failed Agility Test.			
Combat	1	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.			
Support	1	Flit [C]: Use this model's Combat Action to move up to 3". Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Save	6+	Rider [T]: This model may be moved by a model with the Transport[A] ability.			
CR	12"	Unruly [T]: If this model is not within Command Range of a model with Slave[T] then it treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.			
		Untrained [T]: This model may not be Activated Directly.			
		Move	Rge	CS	Throw Stones
		6"	6"	2	
	@trebarnii jenta@ Slave	Slave	EMPIRE - CORE	Cost 5	
Movement	6"	Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	1	Unruly [T]: If this model is not within Command Range of a model with Slave[T] then it treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.			
Support	1	Untrained [T]: This model may not be Activated Directly.			
Save	5+				
CR	6"				



## @trebarnii warrior@ Slave

Slave

EMPIRE - CORE

Cost  
10

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

Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Unruly [T]: If this model is not within Command Range of a model with Slaver[T] then it treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.  
 Untrained [T]: This model may not be Activated Directly.



## City Watch

Troop

EMPIRE - CORE

Cost  
20

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



## Exotic Pet Merchant

Civilian

EMPIRE - CORE

Cost  
40

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

Slaver (4) [T]: This model may be accompanied by up to 4 Slaves. Those models gain the Loyalty[T] ability for this model.  
 Trainer (2, Slaver(1)) [T]: At the start of the game, up to 2 models in the force may be given the Slaver(1) ability.  
 Trainer (2 Slavers, Loyalty(Slaver)) [T]: At the start of the game, up to 2 Slavers models in the force may be given the Loyalty(Slaver) ability.



## Exotic Pet Trader

Civilian

EMPIRE - CORE

Cost  
20

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

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





## Guard Creature

Beast

EMPIRE - CORE

Cost  
15

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



## Jaldoa

Beast

EMPIRE - CORE

Cost  
40

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

Instinctive (1, 2) [T]: This model always casts at least 1 Erac and 2 Oran in combat.  
 Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.  
 Untrained [T]: This model may not be Activated Directly.  
 Very Tough [S]: Re-roll a failed Toughness save.



## Mekkalook

Mechanical

EMPIRE - CORE

Cost  
0

"Dangerously unstable and explosive!"

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

Fuel [T]: This model does not recover Stamina during the End Phase.  
 Gasmask [T]: This model is immune to effects caused by Cloud Templates.  
 Loyalty (Jondii) [T]: Select a Friendly Jondii 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.  
 Override [C]: Use before combat. Cast one additional Combat Stone.  
 Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.  
 Unstable (0) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.  
 Untrained [T]: This model may not be Activated Directly.  
 Vent [A]: Place a 3" Cloud Template over the model. All models count as Stunned while in the Cloud Template. A Stunned model loses one Combat Stone and one Support Stone and does not recover Stamina.



## Mekkalora

Mechanical

EMPIRE - CORE

Cost  
0

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

Fuel [T]: This model does not recover Stamina during the End Phase.  
 Gasmask [T]: This model is immune to effects caused by Cloud Templates.  
 Override [C]: Use before combat. Cast one additional Combat Stone.  
 Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.  
 Unstable (0) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.  
 Untrained [T]: This model may not be Activated Directly.  
 Vent [A]: Place a 3" 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.





## Mounted Herder Falconer

Troop

EMPIRE - CORE

Cost  
25

Movement 10"

Falconer (1) [T]: This model is equipped with 1 falcon for free at the start of the game. That model gains the Loyalty[T] ability for this model.

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

Combat 2

Support 1

Save 5+

CR 6"

Move Rge CS Hunting Garo

10" 10" 2

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



## Mounted Reyad Falconer

Elite

EMPIRE - CORE

Cost  
40

Movement 10"

Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians.

Falconer (2) [T]: This model is equipped with 2 falcons for free at the start of the game. Those models gain the Loyalty[T] ability for this model.

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

Combat 2

Support 1

Save 5+

CR 6"

Move Rge CS Hunting Garo

10" 10" 2

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



## Terali Porogal

Beast

EMPIRE - CORE

Cost  
60

Movement 6"

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

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

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

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

Combat 5

Support 1

Save 3+

CR 6"

Stamina 3



## Toku

Beast

EMPIRE - CORE

Cost  
10

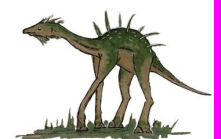
Movement 8"

Combat 2

Support 1

Save 5+

CR 6"





## Urchin Pet

Beast

EMPIRE - CORE

Cost

5

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

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



## Vareen

Beast

EMPIRE - CORE

Cost

10

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

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



## Wafter

Troop

EMPIRE - CORE

Cost









15

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

*Fan (3, 2) [A]: Cast 3 Combat Stones. Move a Cloud Template that this model is touching 2" directly away for each success.*



# Empire - Core (Beasts)

		<b>Anbor</b>	Beast	EMPIRE - CORE	Cost <b>50</b>
Movement	6"	Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat. Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water. Very Tough [S]: Re-roll a failed Toughness save.			
Combat	5				
Support	0				
Save	3+				
CR	6"				
Stamina	2				
					
		<b>Ashti</b>	Beast	EMPIRE - CORE	Cost <b>5</b>
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.			
Combat	1				
Support	1				
Save	—				
CR	3"				
					
		<b>Baruk</b>	Beast	EMPIRE - CORE	Cost <b>20</b>
<i>"Hardy beasts who can carry huge loads"</i>		Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.			
Movement	6"				
Combat	3				
Support	1				
Save	3+				
CR	6"				
					
		<b>Batty</b>	Beast	EMPIRE - CORE	Cost <b>5</b>
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously. Passive [T]: This model may not attack as a Combat Action.			
Combat	1				
Support	1				
Save	—				
CR	6"				
					





## Belan

Beast

EMPIRE - CORE

Cost  
50

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

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

Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.  
 Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.  
 Untrained [T]: This model may not be Activated Directly.  
 Very Tough [S]: Re-roll a failed Toughness save.



## Bridled Enuuk

Beast

EMPIRE - CORE

Cost  
10

"Enuuk are sturdy and reliable beasts"

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

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



## Casan Zavrnuun

Beast

EMPIRE - CORE

Cost  
5

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

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

Dug In [T]: Sacrifice this model's movement to gain concealment and +2 to any Toughness saves until the model moves or uses a Combat Action.  
 Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.  
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.  
 Passive [T]: This model may not attack as a Combat Action.



## Chatik

Beast

EMPIRE - CORE

Cost  
5

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

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





## Chatik Jenta

Beast

EMPIRE - CORE

Cost  
5 for 2

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

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



## Chiila

Beast

EMPIRE - CORE

Cost  
5

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

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

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



## Critter

Beast

EMPIRE - CORE

Cost  
5

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

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

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



## Deyak Alora

Beast

EMPIRE - CORE

Cost  
5

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

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





## Dihmok

Beast

EMPIRE - CORE

Cost

5

"Tolerated by the traders"

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

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



## Domesticated Belan

Beast

EMPIRE - CORE

Cost

50

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

Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.  
 Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.  
 Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.  
 Untrained [T]: This model may not be Activated Directly.  
 Vehicle (1) [T]: This model may carry up to 1 Small Friendly model as Crew.  
 Very Tough [S]: Re-roll a failed Toughness save.



## Enuk

Beast

EMPIRE - CORE

Cost

10

"Enuk are sturdy and reliable beasts"

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

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



## Enuk Nobilis

Beast

EMPIRE - CORE

Cost

10

"Enuk are sturdy and reliable beasts"

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

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





## Enuk Vulgaris

Beast

EMPIRE - CORE

Cost

5

Movement	8"
Combat	1
Support	0
Save	6+
CR	6"

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



## Erigan

Beast

EMPIRE - CORE

Cost

50

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

Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.  
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.



## Graabin

Beast

EMPIRE - CORE

Cost

10

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

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



## Jalook

Beast

EMPIRE - CORE

Cost

5

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

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





## Jalook Hatchling

Beast

EMPIRE - CORE

Cost

5

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

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



## Kobruna

Beast

EMPIRE - CORE

Cost

10

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

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



## Naliks

Beast

EMPIRE - CORE

Cost

10

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

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



## Olba

Beast

EMPIRE - CORE

Cost

5

Movement	4"
Combat	1
Support	1
Save	—
CR	3"

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





## Pagefourus

Beast

EMPIRE - CORE

Cost

5

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

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

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



## Pagefourus Rex

Beast

EMPIRE - CORE

Cost

150

"A vicious streak a mile wide!"

Movement	12"
Combat	6
Support	0
Save	3+
CR	9"
Stamina	5

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
 Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.  
 Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.  
 Critter (10) [L]: Activate up to 10 Friendly models with the Critter[L] ability.  
 Dodge\* [C]: Force your opponent to turn over one successful Erac.  
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.  
 Instinctive (5, 0) [T]: This model always casts at least 5 Erac in combat.  
 Lunge (3) [C]: Use this model's Combat Action to attack a model within 3". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.  
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
 Proud [T]: This model may only be Activated Directly.  
 Very Tough\* [S]: Re-roll a failed Toughness save.  
 Wild Animal [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.



## Plort

Beast

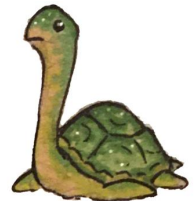
EMPIRE - CORE

Cost

5

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

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



## Polgin

Beast

EMPIRE - CORE

Cost

10 for 3

"Passive-aggressive waddling annoyances"

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

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





## Ratihka

Beast

EMPIRE - CORE

Cost

5

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

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

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



## Rugahna

Beast

EMPIRE - CORE

Cost

5

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

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



## Scurry

Beast

EMPIRE - CORE

Cost

5

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

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.  
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.  
 Passive [T]: This model may not attack as a Combat Action.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.



## Slaimor

Beast

EMPIRE - CORE

Cost

20

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

Gasmask [T]: This model is immune to effects caused by Cloud Templates.  
 Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.  
 Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.  
 Safety Valve (1) [T]: If this model has 1 Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.  
 Vent\* [A]: Place a 3" 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.





## Slaimor Jenta

Beast

EMPIRE - CORE

Cost

15

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

Gasmask [T]: This model is immune to effects caused by Cloud Templates.  
 Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.  
 Safety Valve (1) [T]: If this model has 1 Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.  
 Vent [A]: Place a 3" 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.



## Toloran

Beast

EMPIRE - CORE

Cost

10

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









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


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






# Empire - Core (Civilians)


		<b>Apprentice Rahkiri</b>	Civilian	<b>EMPIRE - CORE</b>	Cost <b>10</b>
Movement	6"	Assistant [T]: This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long as he is in his Command Range.			
Combat	1	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.			
Support	0	Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.			
Save	5+				
CR	0.5"				
		<b>Atoran Burh</b>	Civilian - Unique	<b>EMPIRE - CORE</b>	Cost <b>20</b>
Movement	4"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.			
Combat	1	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.			
Support	0	Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.			
Save	5+	Travelling Biologist (2) [T]: This model may be accompanied by up to 2 Beast models selected from any Culture or Theme by paying the usual points cost. The Beasts count as Allies, but this model treats them as Friendly.			
CR	6"				
Stamina	1				
		<b>Automata</b>	Mechanical	<b>EMPIRE - CORE</b>	Cost <b>0</b>
<i>"Dangerously unstable and explosive!"</i>					
Movement	6"	Fuel [T]: This model does not recover Stamina during the End Phase.			
Combat	1	Gasmask [T]: This model is immune to effects caused by Cloud Templates.			
Support	1	Loyalty (Belomoch dre Hearne) [T]: Select a Friendly Belomoch dre Hearne model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.			
Save	6+	Overdrive [C]: Use before combat. Cast one additional Combat Stone.			
CR	0"	Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.			
Stamina	3	Unstable (0) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.			
Untrained [T]: This model may not be Activated Directly.					
Vent [A]: Place a 3" 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.					
		<b>Belomoch dre Hearne</b>	Civilian - Unique	<b>EMPIRE - CORE</b>	Cost <b>30</b>
<i>"Belomoch dre Hearne, creative and dangerous..."</i>					
Movement	6"	Creator (2, Belomoch dre Hearne) [T]: This model receives 2 Automata at the start of the game. The Automata gain Loyalty[T] Belomoch dre Hearne.			
Combat	1	Refuel (3) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to 3 Stamina.			
Support	1				
Save	6+				
CR	6"				
Stamina	2				

	<b>Civilian</b>	Civilian	EMPIRE - CORE	Cost 5
<i>"Farmers, masons, and labourers"</i>				
Movement	6"	Untrained [T]: This model may not be Activated Directly.		
Combat	1			
Support	1			
Save	6+			
CR	2"			




	<b>Councillor</b>	Civilian	EMPIRE - CORE	Cost 20
Movement	6"	Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.		
Combat	1	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 give access to subarnii 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.		
Support	1	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 models within Command Range gain one Stamina.		
Save	6+			
CR	3"			







	<b>Danakan</b>	Civilian - Unique	EMPIRE - CORE	Cost 20
<i>"Inseparable from Muri"</i>				
Movement	6"	Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians. Commander (1) [L]: Activate up to 1 Friendly or Allied Elite, Troop, or Civilian.		
Combat	1	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.		
Support	0	Proud [T]: This model may only be Activated Directly.		
Save	6+			
CR	3"			







	<b>Distinguished Rahkiri</b>	Civilian	EMPIRE - CORE	Cost 40
Movement	6"	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Contraption (1) [S]: This model may be equipped with 1 Contraption item.		
Combat	1	Master (2) [T]: This model may be accompanied by up to 2 Assistants. Protected (3) [T]: This model may be accompanied by up to 3 Rare[T] models.		
Support	0	Proud [T]: This model may only be Activated Directly. Resourceful (2) [S]: This model gains 2 of the Activation abilities below. Each ability costs one Stamina to activate · Confused orders [A]: The model may select one Enemy Troop within Command Range that has not yet been activated this Turn. He may activate it and get it to move and use any Activation abilities it has as if it was on its side. This ability may never be used to initiate combat. · I can teach it tricks! [A]: The model may select one Friendly Beast within Command Range. The Beast gains Combat Trained[C]2 for the remainder of the Turn. · Lay of the land [A]: The model may select up to three Enemy Troop within Command Range. These may only Move Cautiously for the remainder of the Turn, and may not use any abilities that would increase their movement. · Over There! [A]: The model may select one Friendly Troop within Command Range. That troop gains +2" movement on their Activation that Turn. · Tactics, Lass! [A]: The model may select one Friendly Troop within Command Range, who in turn selects 2 other Troop within its Command Range. These may immediately Move Cautiously. This does not count as having been activated. · Up and to the left a little... [A]: The model may select one Friendly Troop within Command Range. The Troop gains Combat Trained[C]2 on one Ranged Attack on that Turn.		
Save	5+	Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.		
CR	6"			
Stamina	1			



	<b>Elder</b>	Civilian - Unique	EMPIRE - CORE	Cost 20
“... now, what was I doing?”				
Movement	6"	Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Tactician* [S]: Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.		
Combat	1			
Support	0			
Save	5+			
CR	2"			
Stamina	2			
				

	<b>Elder Belan Rider</b>	Civilian	EMPIRE - CORE	Cost 50
“Ponderous travellers of Annyaral”				
Movement	6"	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat. Proud [T]: This model may only be Activated Directly. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool. Very Tough* [S]: Re-roll a failed Toughness save.		
Combat	5			
Support	0			
Save	3+			
CR	4"			
Stamina	3			
				

	<b>Engineer Beru</b>	Civilian - Unique	EMPIRE - CORE	Cost 30
“If I can just fix a few minor glitches...”				
Movement	6"			
Combat	1			
Support	0			
Save	5+			
CR	6"	Move 0"	Rge blast	CS 4
Experimental Derak Point Blank: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.				
				

	<b>Fubarnii Jenta</b>	Civilian	EMPIRE - CORE	Cost 5
Untrained [T]: This model may not be Activated Directly.				
Movement	6"			
Combat	1			
Support	1			
Save	6+			
CR	2"			
				



## Gil Masharl

Civilian - Unique

EMPIRE - CORE

Cost  
20

*"This particular species is most unusual!"*

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

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.  
 Confuse\* [A]: Select a Beast model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.  
 Travelling Biologist (2) [T]: This model may be accompanied by up to 2 Beast models selected from any Culture or Theme by paying the usual points cost. The Beasts count as Allies, but this model treats them as Friendly.



## Herbalist

Civilian - Unique

EMPIRE - CORE

Cost  
35

*"My what a pleasant smell!"*

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

Aromatherapy\* [A]: If the model is not Engaged and has not moved this Turn, every Friendly model within Command Range gain one Stamina. A Friendly model loses the Stamina immediately if it moves out of Command Range.  
 Smelling Salts [S]: A Friendly model in base contact with this model that fails its Toughness save may re-roll it. This ability can only be used once per Turn.



## Jaron Kotya

Civilian - Unique

EMPIRE - CORE

Cost  
20

*"Girona Councillor"*

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

Command [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 give access to fulbarrii 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 models within Command Range gain one Stamina.  
 Untrained [T]: This model may not be Activated Directly.



## Jomdi

Civilian - Unique

EMPIRE - CORE

Cost  
30

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

Creator (2, Jomdi) [T]: This model receives 2 Automata at the start of the game. The Automata gain Loyalty(T) Jomdi.  
 Refuel\* (3) [A]: An adjacent model with the Fuel(T) ability may immediately replenish up to 3 Stamina.





## Lady Ilreya drah Telir

Civilian - Unique

EMPIRE - CORE

Cost  
20

“Carali Counsellor”

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

Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.  
 Influential (3) [S]: This model has 3 Coins which may be used before or during the game. Before the game you may spend Coins to give 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 models within Command Range gain one Stamina.  
 Untrained [T]: This model may not be Activated Directly.



## Lord Kaliran of the Amethyst Jiara

Civilian - Unique

EMPIRE - CORE

Cost  
20

“Enipel Counsellor”

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

Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.  
 Influential (3) [S]: This model has 3 Coins which may be used before or during the game. Before the game you may spend Coins to give 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 models within Command Range gain one Stamina.  
 Untrained [T]: This model may not be Activated Directly.



## Martain al Griba

Elite - Unique

EMPIRE - CORE

Cost  
-10

“Purveyor of (mostly) fresh droba”

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

Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.  
 Proud [T]: This model may only be Activated Directly.



## Mounted Trader

Civilian

EMPIRE - CORE

Cost  
30

“Everything is available for the right price!”

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

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





## Mounted Urchin

Civilian

EMPIRE - CORE

Cost  
10

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

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



## Muri

Civilian - Unique

EMPIRE - CORE

Cost  
0

*"Inseparable from Danakan"*

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

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



## Mushroom Farmer

Civilian

EMPIRE - CORE

Cost  
5

*"Spend their days tending the noxious fungi"*

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

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



## Opher il Consorda

Civilian - Unique

EMPIRE - CORE

Cost  
20

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

Influential (3) [S]: This model has 3 Coins which may be used before or during the game. Before the game you may spend Coins to give access to fulbarnii 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 models within Command Range gain one Stamina.

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

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





## Rahkirii Olanore

Civilian - Unique

EMPIRE - CORE

Cost  
50

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

Engineer (1) [L]: Activate up to 1 Friendly Contraption.  
 Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.  
 Contraption (1) [S]: This model may be equipped with 1 Contraption item.  
 Master (3) [T]: This model may be accompanied by up to 3 Assistants.  
 Protected (3) [T]: This model may be accompanied by up to 3 Rare[T] models.  
 Proud [T]: This model may only be Activated Directly.  
 Resourceful (2) [S]: This model gains 2 of the Activation abilities below. Each ability costs one Stamina to activate.  
 Confused orders [A]: The model may select one Enemy Troop within Command Range that has not yet been activated this Turn. He may activate it and get it to move and use any Activation abilities it has as if it was on its side. This ability may never be used to initiate combat.  
 I can teach it tricks! [A]: The model may select one Friendly Beast within Command Range. The Beast gains Combat Trained[C]2 for the remainder of the Turn.  
 Lay of the land [A]: The model may select up to three Enemy Troop within Command Range. These may only Move Cautiously for the remainder of the Turn, and may not use any abilities that would increase their movement.  
 Over There! [A]: The model may select one Friendly Troop within Command Range. That troop gains +2" movement on their Activation that Turn.  
 Tactics, Lass! [A]: The model may select one Friendly Troop within Command Range, who in turn selects 2 other Troop within its Command Range. These may immediately Move Cautiously. This does not count as having been activated.  
 Up and to the left a little... [A]: The model may select one Friendly Troop within Command Range. The Troop gains Combat Trained[C]2 on one Ranged Attack on that Turn.



## TarGree

Object

EMPIRE - CORE

Cost  
5

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

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



## Trader

Civilian

EMPIRE - CORE

Cost  
20

"Everything is available for the right price!"

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

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



## Trader Jenta

Civilian

EMPIRE - CORE

Cost  
15

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

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





## Trila

Beast

EMPIRE - CORE

Cost

5

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

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



## Ulsino Pel

Civilian - Unique

EMPIRE - CORE

Cost

25

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

Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.  
 Influential (3) [S]: This model has 3 Coins which may be used before or during the game. Before the game you may spend Coins to give 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 models within Command Range gain one Stamina.  
 Untrained [T]: This model may not be Activated Directly.



## Urchin

Civilian

EMPIRE - CORE

Cost

5

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

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

Move	Rge	CS	Throw Stones
6"	6"	2	



## Urchin Gang Leader

Civilian

EMPIRE - CORE

Cost

10

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

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

Move	Rge	CS	Throw Stones
6"	6"	2	







## Urson al Crem

Civilian - Unique

EMPIRE - CORE

Cost

5

*"Assistant to Martain al Griba"*

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

Assistant [T]: This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.  
 Untrained [T]: This model may not be Activated Directly.



## Vorall Juice Bar

Beast

EMPIRE - CORE

Cost

30

*"Carrying the finest juices in Gnar Loren"*

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

Instinctive (1, 2) [T]: This model always casts at least 1 Erac and 2 Oran in combat.  
 Juicebar [T]: Any non-Beast model that starts its Activation adjacent to this model may gain one Stamina but may only Move Cautiously this Turn.  
 Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.  
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
 Untrained [T]: This model may not be Activated Directly.



## Young Gil

Civilian - Unique

EMPIRE - CORE

Cost

10

*"Making new friends wherever he goes"*

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

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.  
 Travelling Biologist (1) [T]: This model may be accompanied by up to 1 Beast model selected from any Culture or Theme by paying the usual points cost. The Beast counts as Allies, but this model treats it as Friendly.



## Zhontain al Griba

Elite - Unique

EMPIRE - CORE

Cost

-10





*"Distinguished entrepreneur and juice vendor"*


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


Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.  
 Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.  
 Proud [T]: This model may only be Activated Directly.





# Empire - Core (Military)


		<h2>Casarii Scout</h2>		Elite		EMPIRE - CORE		Cost 30	
<i>"Highly sought after across the Empire!"</i>									
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool. Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.							
Combat	3								
Support	1								
Save	3+	Move	Rge	CS	Longbow				
CR	6"	3"	18"	2	Accurate: Recast up to one failed Combat Stone for this attack. Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack. Long Range (6): Increase the range of this attack by 6". Quick Shot: Make an additional Ranged Attack.				
Stamina	2								
		<h2>Commander Brenar</h2>		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 per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Inspire [T]: All models directly activated by this model gain one Stamina. Very Tough [S]: Re-roll a failed Toughness save.							
Combat	4								
Support	2								
Save	4+								
CR	6"								
Stamina	2								
		<h2>Displaced Engu</h2>		Troop		EMPIRE - CORE		Cost 15	
Movement	6"	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Sea Legs [T]: While on a Boat, this model gains Surefooted [T] (this model may re-roll a failed Agility Test).							
Combat	2								
Support	1								
Save	4+								
CR	6"								
		<h2>Displaced Engu Harpoon</h2>		Troop		EMPIRE - CORE		Cost 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+								
CR	6"	Move	Rge	CS	Harpoon				
		3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack. Powerful: Any blows that are landed by this model must be saved with a -1 modifier.				


 <b>Light Cavalry</b>		Troop	EMPIRE - CORE	Cost 20
<i>"Born to the saddle!"</i>				
Movement	10"			
Combat	3			
Support	1			
Save	5+			
CR	6"	Move 10"	Rge 4"	CS 3
				Spear Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.





 <b>Militia</b>		Troop	EMPIRE - CORE	Cost 10
<i>"The local militia are an invaluable resource!"</i>				
Movement	6"	Defender [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.		
Combat	2			
Support	1			
Save	5+			
CR	6"			



 <b>Militia Captain</b>		Elite	EMPIRE - CORE	Cost 50
<i>"In defense of our homes!"</i>				
Movement	6"	Captain [S] [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained [2] [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Defender [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.		
Combat	3			
Support	2			
Save	5+			
CR	6"			
Stamina	1			



 <b>Mounted Militia Captain</b>		Elite	EMPIRE - CORE	Cost 60
<i>"In defense of our homes!"</i>				
Movement	10"	Captain [S] [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained [2] [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Defender [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.		
Combat	3			
Support	2			
Save	5+			
CR	6"			
Stamina	1			





## Mounted Reyad

Elite

EMPIRE - CORE

Cost  
50

"The Reyad are unwavering in their accuracy"

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Concentrated Fire [A]: Place a Target Marker in Line of Sight at least 4" away from any Friendly models. Any Friendly Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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



## Reyad

Elite

EMPIRE - CORE

Cost  
40

"The Reyad are unwavering in their accuracy"

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Concentrated Fire [A]: Place a Target Marker in Line of Sight at least 4" away from any Friendly models. Any Friendly Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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



## Slaimor Herder

Troop

EMPIRE - CORE

Cost  
15

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

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



## Slinger

Troop

EMPIRE - CORE

Cost  
15

"Drawn from the most experienced of herders"



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

Move	Rge	CS	Staff Sling
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3"	18"	2	
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# Empire - Engu (Beasts)


 Elroga		Beast	EMPIRE - ENGU	Cost 15
Movement	3"	Good Fortune* [S]: One Friendly model within this model's Command Range may immediately recast one Combat Stone or re-roll a die. Swim (g) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 9" if the move is entirely within water.		
Combat	1	Terrain (1, Shallow Water) [T]: After deploying this model you may immediately place 1 piece of terrain of type Shallow Water within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.		
Support	0			
Save	5+			
CR	6"			
Stamina	1			

# Empire - Engu (Civilians)

		<b>Dohra Tahjin</b>	Elite - Unique	EMPIRE - ENGU	Cost 75
Movement	6"	Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.			
Combat	4	Influential (1) [S]: This model has 1 Coin which may be used before or during the game. Before the game you may spend Coins to give 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.			
Support	1	During the game you may spend any remaining Coin as follows: - Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate. - Incentives: Spend one Coin during the model's Activation to let up to three models within Command Range gain one Stamina.			
Save	4+	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.			
CR	6"	Proud [T]: This model may only be Activated Directly.			
Stamina	1	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).			
		<b>Engu Councillor</b>	Civilian - Elite	EMPIRE - ENGU	Cost 75
Movement	6"	Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.			
Combat	4	Influential (1) [S]: This model has 1 Coin which may be used before or during the game. Before the game you may spend Coins to give 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.			
Support	1	During the game you may spend any remaining Coin as follows: - Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate. - Incentives: Spend one Coin during the model's Activation to let up to three models within Command Range gain one Stamina.			
Save	4+	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.			
CR	6"	Proud [T]: This model may only be Activated Directly.			
Stamina	1	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).			

# Empire - Engu (Military)

 <b>Cren Blaak</b>		Elite - Unique	EMPIRE - ENGU	Cost 75
<i>"The Shipbuilder"</i>				
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Influential (1) [S]: This model has 1 Coin which may be used before or during the game. Before the game you may spend Coins to give access to fubarnii models that would not normally be available. One Coin allows you to recruit either two Troop or one Elite model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying. During the game you may spend any remaining Coin as follows: - Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate. - Incentives: Spend one Coin during the model's Activation to let up to three models within Command Range gain one Stamina.		
Combat	3	Inspire [T]: All models directly activated by this model gain one Stamina.		
Support	1	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.		
Save	4+	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).		
CR	6"	Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.		
Stamina	2	Very Tough [S]: Re-roll a failed Toughness save.		
				
 <b>Engu Axe</b>		Troop	EMPIRE - ENGU	Cost 15
<i>"The Engu wield huge and powerful axes"</i>				
Movement	6"	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.		
Combat	2	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).		
Support	1			
Save	4+			
CR	6"			
				
 <b>Engu Draal</b>		Troop	EMPIRE - ENGU	Cost 10
<i>"Some Kapa will tolerate the young Draals"</i>				
Movement	6"	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).		
Combat	2			
Support	1			
Save	4+			
CR	6"			
				
 <b>Engu Garosa</b>		Elite	EMPIRE - ENGU	Cost 40
<i>"The most loyal of the Kapa's crew"</i>				
Movement	6"	Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.		
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.		
Support	1	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.		
Save	4+	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).		
CR	6"			
Stamina	1			
				

 **Engu Harpoon** Troop **EMPIRE - ENGU** Cost **25**

*"Hold it steady and I can skewer this beast!"*

Movement 6" Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).


Combat 2


Support 1

Save 4+

CR 6"

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



 **Engu Kapa** Elite **EMPIRE - ENGU** Cost **75**

*"It was so huge it nearly swallowed our boat!"*

Movement 6" Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
Combat Discipline [C]: Recast any or all Combat Stones.  
Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).


Combat 4


Support 1

Save 4+

CR 6"

Stamina 2



 **Keeva and Yukran** Elite - Unique **EMPIRE - ENGU** Cost **30**

Movement 10" Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.


Combat 3 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
Favoured Allies (Tabela) [T]: This model allows you to take models of type Tabela as Allies. Those models and this model may treat each other as being Friendly.


Support 1 Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.  
Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Save 4+ 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.

CR 6"

Move 5" Rge 8" CS 2 Sling  
Accurate: Recast up to one failed Combat Stone for this attack.



 **Keeva and Yukran (Early Days)** Civilian - Elite - Unique **EMPIRE - ENGU** Cost **30**

Movement 10" Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.


Combat 3 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

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"

Move 5" Rge 8" CS 2 Sling  
Accurate: Recast up to one failed Combat Stone for this attack.







## Tabela

Beast

EMPIRE - ENGU

Cost  
30

*"No beast is as loyal as a Tabela to its master"*

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

*Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.*

*Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.*

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

*Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.*



## Tabela Jenta

Beast

EMPIRE - ENGU

Cost  
15

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









*Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.*

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

*Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.*



# Empire - Knights (Military)

		<b>Captain Danomar</b>	Elite - Unique	EMPIRE - KNIGHTS	Cost <b>150</b>
<i>"I cannot stand by and watch the slaughter!"</i>					
Movement	8"	Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Momentum [S]: Gain one Stamina and move up to 2" if this model destroys another model. Powerful Charge [T]: If this model ends its move more than 4" from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.			
Combat	4				
Support	2				
Save	3+				
CR	6"				
Stamina	3				
					
		<b>Captain of Relan</b>	Elite	EMPIRE - KNIGHTS	Cost <b>100</b>
<i>"The bravest Defenders of the North!"</i>					
Movement	8"	Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Powerful Charge [T]: If this model ends its move more than 4" from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.			
Combat	4				
Support	2				
Save	3+				
CR	6"				
Stamina	2				
					
		<b>Knight</b>	Troop	EMPIRE - KNIGHTS	Cost <b>25</b>
<i>"Mounted atop the sturdy oak!"</i>					
Movement	10"	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.			
Combat	3				
Support	1				
Save	4+				
CR	6"				
					
		<b>Knight Captain</b>	Elite	EMPIRE - KNIGHTS	Cost <b>100</b>
<i>"Stalwart defenders against the devans"</i>					
Movement	10"	Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.			
Combat	4				
Support	2				
Save	4+				
CR	6"				
Stamina	2				
					



## Knight Commander

Elite EMPIRE - KNIGHTS

Cost  
125

"The most heroic of the Emperor's knights"

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

Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.  
 Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.  
 Inspire [T]: All models directly activated by this model gain one Stamina.



## Knight of Relan

Troop EMPIRE - KNIGHTS

Cost  
40

"Riding the noblest of all milk breeds"

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

Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Powerful Charge [T]: If this model ends its move more than 4" 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.



## Riverknight

Troop EMPIRE - KNIGHTS

Cost  
20

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

Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
 Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.



## Riverknight Captain

Elite EMPIRE - KNIGHTS




Cost  
80

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
 Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.  
 Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.



# Empire - Loranti (Civilians)

 <b>Daxu</b>		Beast - Unique	EMPIRE - LORANTI	Cost 5
Movement	8"	<p>Defender [S]: If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.</p> <p>Loyalty (Loranti Pargal) [T]: Select a Friendly Loranti Pargal model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.</p>		
Combat	1			
Support	2			
Save	5+			
CR	1"			
 <b>Little Loranti</b>		Civilian - Unique	EMPIRE - LORANTI	Cost 10
<i>"Budding trader extraordinaire..."</i>		<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>Trainer (1, Retinue(Loranti Pargal)) [T]: At the start of the game, up to 1 model in the force may be given the Retinue(Loranti Pargal) ability.</p>		
Movement	6"			
Combat	1			
Support	0			
Save	6+			
CR	2"			
 <b>Loranti Pargal</b>		Elite - Unique	EMPIRE - LORANTI	Cost 50
<i>"Trader Extraordinaire!"</i>		<p>Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Favoured Allies (Casarii) [T]: This model allows you to take models of type Casarii as Allies. Those models and this model may treat each other as being Friendly.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Trainer (4, Retinue(Loranti Pargal)) [T]: At the start of the game, up to 4 models in the force may be given the Retinue(Loranti Pargal) ability.</p>		
Movement	8"			
Combat	3			
Support	1			
Save	3+			
CR	3"			

# Empire - Noble



## Domesticated Golobaali

Beast







EMPIRE - NOBLE

Cost  
10

Movement	8"	<p>Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat. Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model. Untrained [T]: This model may not be Activated Directly. Vehicle (1) [T]: This model may carry up to 1 Small Friendly model as Crew.</p>
Combat	3	
Support	1	
Save	4+	
CR	9"	



# Empire - Noble (Beasts)

 <b>Alideku</b>		Elite - Object - Unique	EMPIRE - NOBLE	Cost -20
<i>"Extremely rare and valuable"</i>		Proud [T]: This model may only 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.		
Movement	4"			
Combat	1			
Support	0			
Save	6+			
CR	1"			
 <b>Hunting Garo</b>		Beast	EMPIRE - NOBLE	Cost 5
Movement 10"		Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously. Untrained [T]: This model may not be Activated Directly.		
Combat	1			
Support	1			
Save	—			
CR	1"			
 <b>Mounted Herder Falconer's Hunting Garo</b>		Beast	EMPIRE - NOBLE	
<i>"Expertly trained by the Mocrassii falconers"</i>		Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously. Loyalty (Mounted Herder Falconer) [T]: Select a Friendly Mounted Herder Falconer model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master. Proud [T]: This model may only be Activated Directly. Untrained [T]: This model may not be Activated Directly.		
Movement	10"			
Combat	1			
Support	2			
Save	—			
CR	1"			



## Mounted Reyad Falconer's Hunting Garo

Beast

EMPIRE - NOBLE

Cost

○

“Expertly trained by the Moerasii falconers”

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

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

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

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

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

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



## Samine's Hunting Garo

Beast

EMPIRE - NOBLE

Cost

○

“Expertly trained by the Moerasii falconers”

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

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









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

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

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



# Empire - Noble (Civilians)

 <b>Balena</b>		Civilian - Unique	EMPIRE - NOBLE	Cost 25														
Movement	10"	<p>Confuse* [A]: Select a Beast model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.</p> <p>Master Beast Handler (2) [L]: Activate up to 2 Friendly or Allied Beasts.</p> <p>Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p>																
Combat	3																	
Support	1																	
Save	4+																	
CR	9"																	
Stamina	1																	
																		
 <b>Contessa dar Juletta</b>		Elite - Unique	EMPIRE - NOBLE	Cost 25														
Movement	6"	<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Influential (2) [S]: This model has 2 Coins which may be used before or during the game. Before the game you may spend Coins to give 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 models within Command Range gain one Stamina.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Travelling Biologist (2) [T]: This model may be accompanied by up to 2 Beast models selected from any Culture or Theme by paying the usual points cost. The Beasts count as Allies, but this model treats them as Friendly.</p>																
Combat	1																	
Support	1																	
Save	5+																	
CR	6"																	
																		
 <b>Elakan</b>		Civilian - Unique	EMPIRE - NOBLE	Cost 15														
Movement	6"	<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>Loyalty (Balena) [T]: Select a Friendly Balena model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.</p> <p>Rider [T]: This model may be moved by a model with the Transport[A] ability.</p>																
Combat	1																	
Support	1																	
Save	6+																	
CR	6"	<table border="0"> <tr> <td>Move</td> <td>Rge</td> <td>CS</td> <td>Hunting Garo</td> </tr> <tr> <td>6"</td> <td>10"</td> <td>2</td> <td>Bushwack: This model may make its Ranged Attack at any point during its move.</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Death From Above: This attack ignores the Engaged and Obstructed conditions.</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.</td> </tr> </table>	Move	Rge	CS	Hunting Garo	6"	10"	2	Bushwack: This model may make its Ranged Attack at any point during its move.				Death From Above: This attack ignores the Engaged and Obstructed conditions.				Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.
Move	Rge	CS	Hunting Garo															
6"	10"	2	Bushwack: This model may make its Ranged Attack at any point during its move.															
			Death From Above: This attack ignores the Engaged and Obstructed conditions.															
			Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.															
																		
 <b>Lady Emarlai</b>		Elite - Unique	EMPIRE - NOBLE	Cost 0														
<p>"Cindy, with an art for getting into trouble"</p>																		
Movement	6"	<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>Commander (1) [L]: Activate up to 1 Friendly or Allied Elite, Troop, or Civilian.</p> <p>Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.</p> <p>Loyalty (Contessa dar Juletta) [T]: Select a Friendly Contessa dar Juletta model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.</p> <p>Proud [T]: This model may only be Activated Directly.</p>																
Combat	1																	
Support	1																	
Save	6+																	
CR	6"																	
																		





## Lady Kovera Jolir

Civilian - Unique

EMPIRE - NOBLE

Cost  
25

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

Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.  
 Influential (3) [S]: This model has 3 Coins which may be used before or during the game. Before the game you may spend Coins to give 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 models within Command Range gain one Stamina.  
 Untrained [T]: This model may not be Activated Directly.



## Noble

Civilian

EMPIRE - NOBLE

Cost  
10

"How dare they march on our cities?"

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

Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.  
 Conard [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent Friendly model take the save on its behalf.  
 Proud [T]: This model may only be Activated Directly.



## Pet Opahr

Beast

EMPIRE - NOBLE

Cost  
10

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

Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
 Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.  
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.  
 Loyalty (Lady Aleksahn) [T]: Select a Friendly Lady Aleksahn model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.



## PreePree

Elite - Object - Unique

EMPIRE - NOBLE

Cost  
-20

"Extremely rare and valuable."

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

Proud [T]: This model may only 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.





# Samine il Moerasii

Elite - Unique

EMPIRE - NOBLE

Cost  
10









"The falconer"

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

Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.  
 Falconer (2) [T]: This model is equipped with 2 falcons for free at the start of the game. Those models gain the Loyalty[T] ability for this model.  
 Proud [T]: This model may only be Activated Directly.



# Empire - Noble (Military)

		<b>Guard Captain</b>		Elite		EMPIRE - NOBLE		Cost 50	
<i>"None shall lay a hand on our lord!"</i>									
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.							
Combat	3	Combat Discipline (C): Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.							
Support	2	Defensive Stance (T): Cast one additional Combat Stone if targeted by a Charge(A) attack.							
Save	5+								
CR	6"								
Stamina	1								
									
		<b>Guard Crossbow</b>		Troop		EMPIRE - NOBLE		Cost 20	
<i>"Wielding the finest Moeresii crossbows."</i>									
Movement	6"								
Combat	1								
Support	1								
Save	5+								
CR	6"	Move 1"	Rge 12"	CS 2	Crossbow	Accurate: Recast up to one failed Combat Stone for this attack. Powerful: Any blows that are landed by this model must be saved with a -1 modifier.			
									
		<b>Imperial Standard</b>		Elite		EMPIRE - NOBLE		Cost 20	
<i>"Approved by the Emperor himself!"</i>									
Movement	6"	Persistent (T): Do not remove this model when disabled, the model continues to gain Stamina.							
Combat	1	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.							
Support	1	Trainer (2, Retinue(Imperial Standard)) (T): At the start of the game, up to 2 models in the force may be given the Retinue(Imperial Standard) ability.							
Save	5+								
CR	9"								
									
		<b>Noble Guard</b>		Troop		EMPIRE - NOBLE		Cost 20	
<i>"The best guards that money can buy!"</i>									
Movement	6"	Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.							
Combat	2	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.							
Support	1	Defensive Stance (T): Cast one additional Combat Stone if targeted by a Charge(A) attack.							
Save	5+								
CR	6"								
									



## Standard Bearer

Troop

EMPIRE - NOBLE

Cost  
20

*"Proud to bear the colours of their lord!"*

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

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



## Toloran Rider

Troop

EMPIRE - NOBLE

Cost  
30

*"Only the wealthiest can afford the Toloran"*

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

Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.



## Toloran Rider Captain

Elite

EMPIRE - NOBLE

Cost  
100



*"The Toloran make brave and noble mounts"*

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






Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
Combat Discipline [C]: Recast any or all Combat Stones.  
Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.



# Empire - Orel (Beasts)

	@preed@'s @graku@	Beast	EMPIRE - OREL	Cost 15
<i>"Vicious but exceptionally loyal!"</i>				
Movement	8"	Loyalty (Preed) [T]: Select a Friendly Preed model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.		
Combat	2	Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].		
Support	1	Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Save	5+			
CR	3"			

# Empire - Orel (Military)

 <b>Graku</b>		Beast	EMPIRE - OREL	Cost 15
<i>"Vicious but exceptionally loyal!"</i>		Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C]. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Movement	8"			
Combat	2			
Support	1			
Save	5+			
CR	3"			
				
 <b>Hunter</b>		Elite	EMPIRE - OREL	Cost 30
<i>"Making a living hunting dangerous beasts."</i>		Beast Handler (4) [L]: Activate up to 4 Friendly Beasts. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Confuse* [A]: Select a Beast model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn. Get 'em! [A]: Select one Friendly Beast model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support. Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.		
Movement	6"			
Combat	3			
Support	2			
Save	5+			
CR	6"			
Stamina	2			
				
 <b>Lord of Orel</b>		Elite	EMPIRE - OREL	Cost 125
<i>"The grakulan are fearsome but unpredictable!"</i>		Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Graku Master [T]: This model may treat Graku as Troops. 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.		
Movement	8"			
Combat	5			
Support	1			
Save	3+			
CR	6"			
Stamina	2			
				
 <b>Orel Knight</b>		Troop	EMPIRE - OREL	Cost 25
<i>"As harsh as the lands they protect"</i>		Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].		
Movement	10"			
Combat	3			
Support	1			
Save	4+			
CR	3"			
				



## Orel Knight Captain

Elite

EMPIRE - OREL

Cost  
100

*"We shall defend these lands!"*

Movement	10"
Combat	4
Support	1
Save	4+
CR	6"
Stamina	2

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.  
 Graku Master [T]: This model may treat Graku as Troops.



## Orel Militia

Troop

EMPIRE - OREL

Cost  
10

*"Rarely seen without their loyal graku."*

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

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



## Orel Militia Captain

Elite

EMPIRE - OREL

Cost  
45

*"Masters of Gubarnii and graku alike."*

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

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.  
 Graku Master [T]: This model may treat Graku as Troops.



# Empire - Riverfolk



## Phoph Crevain

Elite - Unique

EMPIRE - RIVERFOLK

Cost  
70

Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
Combat	2	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.
Support	2	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).
Save	5+	Slaver (2) [T]: This model may be accompanied by up to 2 Slaves. Those models gain the Loyalty[T] ability for this model.
CR	12"	Trainer (6, Sea Legs) [T]: At the start of the game, up to 6 models in the force may be given the Sea Legs ability.
Stamina	2	Well-Travelled [T]: This model treats all Allies as Friendly models.



## Urchin on Coracle

Civilian

EMPIRE - RIVERFOLK









Cost  
10

Movement	0"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Cumbrous [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model or 2 Small models, or 3" if pulled by 1 Small model.
Combat	1	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).
Support	1	Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.
Save	6+	Untrained [T]: This model may not be Activated Directly.
CR	6"	













# Empire - Riverfolk (Beasts)

		<b>Gorbi</b>	Beast    EMPIRE - RIVERFOLK	Cost <b>5</b>
Movement	4"	Loyalty (Riverfolk) [T]: Select a Friendly Riverfolk model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.		
Combat	1	Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.		
Support	1			
Save	5+			
CR	6"			
		<b>Holdorna</b>	Beast    EMPIRE - RIVERFOLK	Cost <b>5</b>
Movement	4"	Loyalty (Riverfolk) [T]: Select a Friendly Riverfolk model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.		
Combat	1	Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.		
Support	1			
Save	5+			
CR	6"			
		<b>Inirok</b>	Beast    EMPIRE - RIVERFOLK	Cost <b>15</b>
Movement	8"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.		
Combat	2	Swim (10) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 10" if the move is entirely within water.		
Support	0			
Save	5+			
CR	6"			
		<b>River Critter</b>	Beast    EMPIRE - RIVERFOLK	Cost <b>5</b>
Movement	4"	Loyalty (Riverfolk) [T]: Select a Friendly Riverfolk model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.		
Combat	1	Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.		
Support	1			
Save	5+			
CR	6"			

# Empire - Riverfolk (Civilians)

		Alora Handler	Civilian	EMPIRE - RIVERFOLK	Cost 5					
Movement	6"	Alora Handler (1) [L]: Activate up to 1 Friendly Alora. Favoured Allies (Alora) [T]: This model allows you to take models of type Alora as Allies. Those models and this model may treat each other as being Friendly. Untrained [T]: This model may not be Activated Directly. Whistle [T]: This model may double its Command Range when using Leadership abilities.								
Combat	1									
Support	1									
Save	6+									
CR	6"									
		Lord Delison	Civilian - Unique	EMPIRE - RIVERFOLK	Cost 60					
Movement	6"	Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Command [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 give 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 models within Command Range gain one Stamina. Proud [T]: This model may only be Activated Directly. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).								
Combat	3									
Support	1									
Save	5+									
CR	6"									
Stamina	1									
		Riverfolk Bolas	Troop	EMPIRE - RIVERFOLK	Cost 15					
Movement	6"	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).								
Combat	2									
Support	1									
Save	5+									
CR	6"	<table border="1"> <thead> <tr> <th>Mov</th> <th>Rge</th> <th>CS</th> <th>Bolas</th> </tr> </thead> <tbody> <tr> <td>1"</td> <td>9"</td> <td>3</td> <td>Entangle (1): The first blow caused by this attack does no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.</td> </tr> </tbody> </table>	Mov	Rge		CS	Bolas	1"	9"	3
Mov	Rge	CS	Bolas							
1"	9"	3	Entangle (1): The first blow caused by this attack does no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.							
		Riverfolk Captain	Elite	EMPIRE - RIVERFOLK	Cost 60					
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test). Trainer (6, Sea Legs) [T]: At the start of the game, up to 6 models in the force may be given the Sea Legs ability. Well-Travelled [T]: This model treats all Allies as Friendly models.								
Combat	3									
Support	2									
Save	5+									
CR	12"									
Stamina	2									



## Riverfolk Crew

Troop EMPIRE - RIVERFOLK

Cost  
10

Movement	6"	Hook (2) [S]: After a normal movement, select one object or model of equal size or smaller within 2" and move it adjacent to this model. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).
Combat	2	
Support	1	
Save	5+	
CR	6"	



## Riverfolk First Mate

Elite EMPIRE - RIVERFOLK

Cost  
40

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



## Riverfolk Kyalai


Troop EMPIRE - RIVERFOLK

Cost  
15

Movement	6"	Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).								
Combat	2									
Support	1									
Save	5+									
CR	6"									
		<table border="0"> <tr> <td>Move</td> <td>Rge</td> <td>CS</td> <td>Net</td> </tr> <tr> <td>3"</td> <td>3"</td> <td>4</td> <td>Entangle (4): The first 4 blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.</td> </tr> </table>	Move	Rge	CS	Net	3"	3"	4	Entangle (4): The first 4 blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.
Move	Rge	CS	Net							
3"	3"	4	Entangle (4): The first 4 blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.							





# Empire - Teral


 <b>Terali Guard</b>		Troop	EMPIRE - TERAL	Cost 15
Movement	6"	<i>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.                      Bodyguard [S]: If an adjacent Friendly Elite or Civilian model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.                      Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.                      Initiative [S]: If this model has not already activated and an adjacent Friendly Elite or Civilian is activated this model may be activated for free.</i>		
Combat	2			
Support	1			
Save	5+			
CR	6"			



# Empire - Teral (Beasts)

 <b>Terali Boliga</b>		Beast	EMPIRE - TERAL	Cost 15
Movement	6"	<p><i>Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</i></p> <p><i>Defender (S): If an adjacent Friendly model becomes Engaged during the Activation Phase then this model may immediately move to engage the Enemy model, but must maintain contact with the Friendly model at all times during the movement.</i></p> <p><i>Savage (C): If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.</i></p>		
Combat	2			
Support	1			
Save	3+			
CR	1"			
				









# Empire - Teral (Civilians)

		Chancellor Danakan	Civilian - Unique	EMPIRE - TERAL	Cost 20
Movement	6"	<p>Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.            Favoured Allies (Delgon) [T]: This model allows you to take models of type Delgon as Allies. Those models and this model may treat each other as being Friendly.            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 give 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 models within Command Range gain one Stamina.            Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.            Proud [T]: This model may only be Activated Directly.</p>			
Combat	1				
Support	0				
Save	5+				
CR	6"				



*Item*

# Item

		Mechanical - Object	ITEM	Cost —
	<b>Balloon</b>			
Movement	8"	Erratic (3) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast 3 Combat Stones and scatter the destination 2" from the target for each miss (roll a D6 to determine direction). Stamina can be used to recast stones.		
Combat	—	Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.		
Support	—	Flying Transport (4) [A]: If this model is "on the ground", select up to 4 Friendly or Allied models that are in base contact with it to board the transport (place the models on the side of the game board). A Medium model counts as 2 models, a Large model counts as 3 models.		
Save	4+	Move Range CS Bomb Fuel [T]: This model does not recover Stamina during the End Phase. Bombs Away!: Bombs can only be dropped if at least one passenger (not Crew) is on board. As many bombs can be dropped per Turn as passengers are on board. model may spend one Stamina to go up in the board.		
CR	—	Death From Above: This attack ignores the Engaged and Obstructed conditions. can only engage in Close Combat with other fImprecise (2): Place a Target Marker in contact with the base of the ship. Cast 2		
Stamina	6	Obstructing [T]: Models on this model count as 2. The model dropping the bomb may use its Stamina to recast stones. Untrained [T]: This model may not be Activated directly. determine direction). The model dropping the bomb may use its Stamina to recast Vehicle (1) [T]: This model may carry up to 1 stones. Place a 3" Template on the impact point: all models under the Template are Very Tough [S]: Re-roll a failed Toughness save.		
	<b>Cart</b>	Object	ITEM	Cost —
Movement	Special	Fuel [T]: This model does not recover Stamina during the End Phase.		
Combat	—	Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model or 2 Small models, or 3" if pulled by 1 Small model.		
Support	—	Sturdy [T]: This model cannot be targeted by Ranged Attacks.		
Save	4+	Untrained [T]: This model may not be Activated Directly.		
CR	—	Very Tough [S]: Re-roll a failed Toughness save.		
Stamina	1			
	<b>Coracle</b>	Boat - Object	ITEM	Cost —
Movement	—	Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model or 2 Small models, or 3" if pulled by 1 Small model.		
Combat	—	Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.		
Support	—	Untrained [T]: This model may not be Activated Directly.		
Save	5+			
CR	—			
	<b>Engineer's Cottage</b>	Object	ITEM	Cost —
Movement	—	Sturdy [T]: This model cannot be targeted by Ranged Attacks.		
Combat	—	Untrained [T]: This model may not be Activated Directly.		
Support	—	Very Tough [S]: Re-roll a failed Toughness save.		
Save	2+			
CR	—			
Stamina	10			





# Extra-large Balloon

Mechanical - Object

ITEM

Cost

—

Movement	8"
Combat	—
Support	—
Save	4+
CR	—
Stamina	10

Erratic (5) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast 5 Combat Stones and scatter the destination 2" from the target for each miss (roll a D6 to determine direction). Stamina can be used to recast stones.  
 Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
 Flying Transport (14) [A]: If this model is "on the ground", select up to 14 Friendly or Allied models that are in base contact with it to board the transport (place the models on the side of the game board). A Medium model counts as 2 models, a Large model counts as 3 models.  
 Fuel [T]: This model does not recover Stamina during the End Phase.  
 Move Range CS Bomb  
 in the air [T]: This model may spend one Stamina to go up 3" in the board. As many bombs can be dropped per Turn as passengers are on board. model does not have Crew, it is considered out of the board.  
 Death From Above: This attack ignores the Engaged and Obstructed conditions. can only engage in Close Combat with other models.  
 Imprecise (2): Place a Target Marker in contact with the base of the ship. Cast 2 Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The model dropping the bomb may use its Stamina to recast.  
 Untrained [T]: This model may not be Activated.  
 Vehicle (2) [T]: This model may carry up to 2 stones. Place a 3" Template on the impact point: all models under the Template are Very Tough [S]: Re-roll a failed Toughness save!



# Fan

Contraption - Object

ITEM

Cost

—

Movement	0"
Combat	3
Support	?
Save	?
CR	?

Fan (3, 2) [A]: Cast 3 Combat Stones. Move a Cloud Template that this model is touching 2" directly away for each success.  
 Untrained [T]: This model may not be Activated Directly.



# Gushrak

Contraption - Mechanical - Object

ITEM

Cost

—

Movement	3"
Combat	2
Support	?
Save	?
CR	?

Overdrive [C]: Use before combat. Cast one additional Combat Stone.  
 Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.  
 Untrained [T]: This model may not be Activated Directly.  
 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.



# Large Balloon

Mechanical - Object

ITEM

Cost

—

Movement	8"
Combat	—
Support	—
Save	4+
CR	—
Stamina	8

Erratic (4) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast 4 Combat Stones and scatter the destination 2" from the target for each miss (roll a D6 to determine direction). Stamina can be used to recast stones.  
 Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
 Flying Transport (8) [A]: If this model is "on the ground", select up to 8 Friendly or Allied models that are in base contact with it to board the transport (place the models on the side of the game board). A Medium model counts as 2 models, a Large model counts as 3 models.  
 Fuel [T]: This model does not recover Stamina during the End Phase.  
 Move Range CS Bomb  
 in the air [T]: This model may spend one Stamina to go up 3" in the board. As many bombs can be dropped per Turn as passengers are on board. model does not have Crew, it is considered out of the board.  
 Death From Above: This attack ignores the Engaged and Obstructed conditions. can only engage in Close Combat with other models.  
 Imprecise (2): Place a Target Marker in contact with the base of the ship. Cast 2 Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The model dropping the bomb may use its Stamina to recast.  
 Untrained [T]: This model may not be Activated.  
 Vehicle (2) [T]: This model may carry up to 2 stones. Place a 3" Template on the impact point: all models under the Template are Very Tough [S]: Re-roll a failed Toughness save!





## Large Coracle

Boat - Object

ITEM

Cost  
—

Movement	—	Clumsy (T): This model may be moved up to 6" if pulled by 1 Medium (or larger) model or 2 Small models, or 3" if pulled by 1 Small model.
Combat	—	Sturdy (T): This model cannot be targeted by Ranged Attacks.
Support	—	Swim (4) (A): This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.
Save	4+	Untrained (T): This model may not be Activated Directly.
CR	—	



## Light Derak

Contraption - Mechanical - Object

ITEM

Cost  
—

Movement	3"	Point Blank (R): Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.
Combat	3	Untrained (T): This model may not be Activated Directly.
Support	?	
Save	?	
CR	?	



## Mechanical Sling

Contraption - Mechanical - Object

ITEM

Cost  
—

Movement	0"	Powerful (C): Any blows that are landed by this model must be saved with a -1 modifier.
Combat	3	Untrained (T): This model may not be Activated Directly.
Support	?	
Save	?	
CR	?	



## Net

Object

ITEM

Cost  
—

Movement	3"	Entangle (4) (C): The first 4 blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.
Combat	2	Fuel (T): This model does not recover Stamina during the End Phase.
Support	?	Untrained (T): This model may not be Activated Directly.
Save	?	
CR	?	





## Net Firer

Contraption - Object

ITEM

Cost  
—

Movement	0"	<p>Entangle (4) [C]: The first 4 blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.          Fuel [T]: This model does not recover Stamina during the End Phase.          Untrained [T]: This model may not be Activated Directly.</p>
Combat	3	
Support	?	
Save	?	
CR	?	



## Ornithomata

Contraption - Mechanical - Object

ITEM

Cost  
—

Movement	3"	<p>Charge (0) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support. This ability may not be used if this model had to Move Cautiously.          Fuel [T]: This model does not recover Stamina during the End Phase.          Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.          Overdrive [C]: Use before combat. Cast one additional Combat Stone.          Stamina Limit (3) [T]: This model may never use more than 3 Stamina during one Turn.          Untrained [T]: This model may not be Activated Directly.</p>
Combat	1	
Support	0	
Save	?	
CR	?	
Stamina	6	



## Small Balloon

Contraption - Mechanical - Object





ITEM

Cost  
—

Movement	8"	<p>Erratic (2) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast 2 Combat Stones and scatter the destination 2" from the target for each miss (roll a D6 to determine direction). Stamina can be used to recast stones.          Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.          Flying Transport (2) [A]: If this model is "on the ground", select up to 2 Friendly or Allied models that are in base contact with it to board the transport (place the models on the side of the game board). A Medium model counts as 2 models, a Large model counts as 3 models.          Move Range CS Bomb          Fuel [T]: This model does not recover Stamina during the End Phase.          Bombs Away!: Bombs can only be dropped if at least one passenger (not Crew) is on board. As many bombs can be dropped per Turn as passengers are on board.          Death From Above: This attack ignores the Engaged and Obstructed conditions.          Obstructing [T]: Models on this model count as 1 model.          can only engage in Close Combat with other flying models.          Precise (2): Place a Target Marker in contact with the base of the ship. Cast 2 Combat Stones and scatter the impact 2" from the target for each miss (roll a D6 to determine direction). The model dropping the bomb may use its Stamina to recast.          Vehicle (1) [T]: This model may carry up to 1 stones. Place a 3" Template on the impact point: all models under the Template are Very Tough [S]: Re-roll a failed Toughness save!</p>
Combat	—	
Support	—	
Save	4+	
CR	—	
Stamina	4	



















# Item (Civilians)

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

*Kedashi*

# Kedashi - Core

 <p><b>Abrok</b></p> <p>“Driven into battle by the howlers”</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 2"</p>	<p>Beast</p> <p><b>KEDASHI - CORE</b></p> <p>Cost 15</p> <p>Pack (I) [L]: Activate up to 1 Friendly model with the Pack(L) ability.            Transport (I) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider(T) that was contacted by this model during that movement. Place the Rider(T) model adjacent to this model.            Untrained (T): This model may not be Activated Directly.</p>	
 <p><b>Abrok Hatchling</b></p> <p>“Small but surprisingly vicious”</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 1"</p>	<p>Beast</p> <p><b>KEDASHI - CORE</b></p> <p>Cost 15 for 2</p> <p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".            Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.            Flit [C]: Use this model's Combat Action to move up to 3".            Pack (I) [L]: Activate up to 1 Friendly model with the Pack(L) ability.            Untrained (T): This model may not be Activated Directly.</p>	
 <p><b>Akitiin Egg</b></p> <p>“Just waiting to hatch...”</p> <p>Movement —</p> <p>Combat —</p> <p>Support —</p> <p>Save 6+</p> <p>CR 2"</p>	<p>Egg - Object</p> <p><b>KEDASHI - CORE</b></p> <p>Cost 5</p> <p>Hatch (Akitiin Hatchling) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the egg hatches: replace this model with a Akitiin Hatchling. The newly-hatched Akitiin Hatchling can participate in combat.            Nest (5) [S]: At the start of the game you may choose not to deploy this model and up to 5 identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn.            Untrained (T): This model may not be Activated Directly.</p>	
 <p><b>Akitiin Hatchling</b></p> <p>“Tiny terrors from the forests”</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 1"</p>	<p>Beast</p> <p><b>KEDASHI - CORE</b></p> <p>Cost 5</p> <p>Pack (I) [L]: Activate up to 1 Friendly model with the Pack(L) ability.            Ranger (T): This model may move over difficult terrain without Moving Cautiously.</p>	

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



## Hunting Akitiin

Beast

KEDASHI - CORE

Cost  
20

*"Loyal and aggressive protectors"*

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

Pack (I) [L]: Activate up to 1 Friendly model with the Pack(L) ability.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.

Move	Rge	CS
6"	blast	3

Spit Acid  
 Point Blank Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.  
 Stun: This attack does no damage, but if any blows are landed then the attacked model is Stunned. Roll to remove the effect on a 4+ at the start of the End Phase. A Stunned model loses one Combat Stone and one Support Stone and does not recover Stamina.



## Ishkarru Bomb

Object

KEDASHI - CORE

Cost  
—

Movement	?
Combat	?
Support	?
Save	?
CR	?

Bomb [S]: Whenever a model picks up or Operates this model, and at the start of any Activation where it is carrying or Operating it, it must roll a 2+ Toughness save. If failed, the model is removed as a casualty.  
 Untrained [T]: This model may not be Activated Directly.



## Kaopi

Elite

KEDASHI - CORE

Cost  
40

*"Soaring over the swarms of smaller frenu"*

Movement	10"
Combat	4
Support	1
Save	5+
CR	6"
Stamina	1

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
 Manipulate Swarm (I) [A]: When manipulating a swarm all the Frenu and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space. · Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn. · Disband: Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6" of the swarm's location. · Grow: Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.  
 Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.



## Kellanion Akitiin

Beast

KEDASHI - CORE

Cost  
100

*"Giant and terrifying monstrosities"*

Movement	4"
Combat	6
Support	0
Save	3+
CR	6"
Stamina	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" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.  
 Instinctive (4, 0) [T]: This model always casts at least 4 Erac in combat.  
 Lunge (3) [C]: Use this model's Combat Action to attack a model within 3". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.  
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
 Untrained [T]: This model may not be Activated Directly.  
 Very Tough [S]: Re-roll a failed Toughness save.  
 Wild Animal [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.







## Kotra

Beast

## KEDASHI - CORE

Cost  
5

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

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



## Medium Frenu Swarm

Troop

## KEDASHI - CORE

Cost  
Special

*"The larger swarms become dangerous"*

Movement	8"
Combat	5
Support	2
Save	6+
CR	3"
Stamina	Special

Combat Discipline [C]: Recast any or all Combat Stones.  
 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
 Indomitable [C]: This model does not lose its Combat Action if it is attacked.  
 Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.  
 Swarm (6) [L]: Activate up to 6 Friendly Frenu.  
 Untrained [T]: This model may not be Activated Directly.



## Seldoath

Beast - Elite

## KEDASHI - CORE

Cost  
60

*"Savage terrors from the forests"*

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

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



## Small Frenu Swarm

Troop

## KEDASHI - CORE

Cost  
20

*"Small swarms of frenu can be a nuisance"*

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

Combat Discipline [C]: Recast any or all Combat Stones.  
 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
 Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.  
 Swarm (6) [L]: Activate up to 6 Friendly Frenu.  
 Untrained [T]: This model may not be Activated Directly.





## Sprigg

Beast

KEDASHI - CORE

Cost  
20

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

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



## Tohkarri

Beast

KEDASHI - CORE

Cost  
20

Movement	6"
Combat	2
Support	0
Save	4+
CR	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.  
 Transport (2) [A]: Immediately after this model's Basic Movement, select up to 2 Friendly or Allied models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.  
 Untrained [T]: This model may not be Activated Directly.



## Tohkarri Bomb Carrier

Beast

KEDASHI - CORE

Cost  
30

"Immune to the stings of the ishkarri"

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

Bomb Carrier [T]: Any Frenu that begin their Activation within this model's Command Range lose Weak[C] and gain the Charge[A] (2) ability for the duration of the Activation.  
 Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.  
 Untrained [T]: This model may not be Activated Directly.



## Trebarnii Boss

Elite

KEDASHI - CORE

Cost  
40

"They appear to have a primitive hierarchy"

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

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.  
 Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.





## Trearnii BossBoss

Elite

KEDASHI - CORE

Cost  
60

"The greatest leaders of the trearnii"

Movement	6"
Combat	3
Support	1
Save	5+
CR	12"
Stamina	2

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.  
 Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Combat Discipline (C): Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.  
 Get 'em! [A]: Select one Friendly Beast model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.



## Trearnii Boss

Beast - Elite

KEDASHI - CORE

Cost  
40

"Not all brutes are stupid"

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

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
 Beast Handler (3) [L]: Activate up to 3 Friendly Beasts.  
 Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.  
 Trainer (2, Beast Handler) [T]: At the start of the game, up to 2 models in the force may be given the Beast Handler ability.



## Trearnii Brute

Beast - Troop

KEDASHI - CORE

Cost  
30

"The huge brutes accompany their smaller kin"

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

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
 Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  
 Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.



## Trearnii Goader

Troop

KEDASHI - CORE


Cost  
15

"Brave trearnii who goad the beasts to battle"

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

Beast Handler (3) [L]: Activate up to 3 Friendly Beasts.  
 Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" directly away from this model.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.





 **Trebnii Howler** Troop **KEDASHI - CORE** Cost **15**

*"Attacking in a cacophony of noise"*

Movement 6" Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
 Surefooted [T]: This model may re-roll a failed Agility Test.  
 Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.  
 Combat 1 Elit [C]: Use this model's Combat Action to move up to 3".  
 Support 1 Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.  
 Save 6+ Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 CR 12" Rider [T]: This model may be moved by a model with the Transport[A] ability.

Move Rge CS Throw Stones  
 6" 6" 2





 **Trebnii Howler Bristleback** Elite **KEDASHI - CORE** Cost **60**

*"The biggest and loudest of the howlers"*

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


Move Rge CS Throw Stones  
 6" 6" 2 Accurate: Recast up to one failed Combat Stone for this attack.




 **Trebnii Jenta** Civilian **KEDASHI - CORE** Cost **5**

*"Trebnii are set to work from a young age"*


Movement 6" Beast Handler (1) [L]: Activate up to 1 Friendly Beast.  
 Combat 1 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Support 1 Untrained [T]: This model may not be Activated Directly.  
 Save 5+  
 CR 6"



 **Trebnii Swarmcaller** Elite **KEDASHI - CORE** Cost **30**

*"At one with the deadly swarms"*

Movement 6" Beast Handler (1) [L]: Activate up to 1 Friendly Beast.  
 Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.  
 Combat 3 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Support 1 Manipulate Swarm (1) [A]: When manipulating a swarm all the Frenu and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space. · Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn. · Disband: Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6" 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.  
 Save 5+ Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 CR 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.  
 Stamina Special





## Trebaronii Warrior

Troop

KEDASHI - CORE

Cost  
10

"The trebaronii are a nuisance for travellers"

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

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.



## War Sprigg

Beast

KEDASHI - CORE

Cost  
45

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

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



## Young Queen

Queen

KEDASHI - CORE

Cost  
60

"Few kedashi queens venture from their nests"

Movement	6"
Combat	3
Support	1
Save	5+
CR	9"
Stamina	2

Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.  
 Dodge\* [C]: Force your opponent to turn over one successful Erac.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.  
 Spawn Frenu\* [S]: Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu(S) that have been removed through Manipulate Swarms(A).  
 Terrain (2, Forests) [T]: After deploying this model you may immediately place 2 pieces of terrain of type Forests within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.  
 Trainer (2, Loyalty(Queen)) [T]: At the start of the game, up to 2 models in the force may be given the Loyalty(Queen) ability.



## Zanbee

Beast

KEDASHI - CORE

Cost  
10

"Tiny pests of the forest"

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

Erasive [C]: Each successful Oran cast by this model cancels two opposing Erac.  
 Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
 Passive [T]: This model may not attack as a Combat Action.  
 Untrained [T]: This model may not be Activated Directly.  
 Weak [C]: Blows landed by this model are saved with a +1 modifier.

Move	Rge	CS	Mesmerise
0"	blast	2	Point Blank: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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



# Kedashi - Core (Beasts)



Naralon Wengi

Beast

KEDASHI - CORE

Cost

5

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

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

Critter (i) [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.



Orduch

Beast

KEDASHI - CORE

Cost

5

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

Critter (i) [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.



# Kedashi - Kiterak



## The Kiterak

Queen - Unique

KEDASHI - KITERAK

Cost  
100

"The ancient queen"

Movement	6"
Combat	4
Support	1
Save	4+
CR	9"
Stamina	2

Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.  
 Spawn Frenu [S]: Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu[S] that have been removed through Manipulate Swarm[A].  
 Tactician [S]: Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.  
 Terrain (2, Forests) [T]: After deploying this model you may immediately place 2 pieces of terrain of type Forests within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.  
 Trainer (2, Loyalty(The Kiterak)) [T]: At the start of the game, up to 2 models in the force may be given the Loyalty(The Kiterak) ability.  
 Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.  
 Very Tough [S]: Re-roll a failed Toughness save.



# Kedashi - Rivers



## Trebarnii Master River Hunter

Elite

KEDASHI - RIVERS

Cost  
40

Movement	6"	Beast Handler (3) [L]: Activate up to 3 Friendly Beasts. Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
Combat	3	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.
Support	1	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" from any Enemy models. The models may be activated during the Turn.
Save	5+	Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.
CR	6"	Travelling Biologist (2) [T]: This model may be accompanied by up to 2 Beast models selected from any Culture or Theme by paying the usual points cost. The Beasts count as Allies, but this model treats them as Friendly. Whistle [T]: This model may double its Command Range when using Leadership abilities.



## Trebarnii River Hunter

Troop

KEDASHI - RIVERS

Cost  
10

Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9" from any Enemy models. The model may be activated during the Turn.
Combat	2	Ranger [T]: This model may move over difficult terrain without Moving Cautiously. 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.
Support	1	Whistle [T]: This model may double its Command Range when using Leadership abilities.
Save	5+	
CR	6"	







*Mercenary*

# Mercenary


<b>(M)</b>	<b>Dhogu Veteran</b>	Troop	<b>MERCENARY</b>	Cost <b>20</b>
<i>"Renowned for their abilities, if not their loyalty."</i>				
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.		
Combat	3	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.		
Support	1	Favoured Allies (Setir Skerrat) [T]: This model allows you to take models of type Setir Skerrat as Allies. Those models and this model may treat each other as being Friendly.		
Save	5+	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" from any Enemy models. The models may be activated during the Turn.		
CR	6"	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.		




<b>(M)</b>	<b>Drauu Raya</b>	Troop - Unique	<b>MERCENARY</b>	Cost <b>20</b>
<i>"Selling his services across Jar Lorn"</i>				
Movement	6"	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.		
Combat	3	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.		
Support	1	Loyalty (Ora Chey) [T]: Select a Friendly Ora Chey model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.		
Save	4+	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.		
CR	6"	Retinue (Ora Chey) [T]: This model starts with one Stamina if deployed within 3" of Ora Chey. While within 3" of Ora Chey this model gains one Stamina during the End Phase.		
		Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.		



<b>(M)</b>	<b>Engu Veteran</b>	Troop	<b>MERCENARY</b>	Cost <b>20</b>
<i>"Many misplaced Engu have become sellswords"</i>				
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast.		
Combat	3	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.		
Support	1	Favoured Allies (Tabela) [T]: This model allows you to take models of type Tabela as Allies. Those models and this model may treat each other as being Friendly.		
Save	4+	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.		
CR	6"	Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.		



<b>(M)</b>	<b>Mechanic</b>	Troop	<b>MERCENARY</b>	Cost <b>15</b>
Movement	6"	Initiative [S]: If this model has not already activated and an adjacent Friendly Elite or Civilian is activated this model may be activated for free.		
Combat	1	Tune Up [A]: An adjacent Mechanical model may immediately gain one Stamina.		
Support	0			
Save	5+			
CR	0.5"			





## Ora Chey

Troop - Unique

MERCENARY

Cost  
20

*"Course of language and with negotiable moral values..."*

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

Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Loyalty (Drazu Raya) [T]: Select a Friendly Drazu Raya model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.  
 Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn.  
 Retinue (Drazu Raya) [T]: This model starts with one Stamina if deployed within 3" of Drazu Raya. While within 3" of Drazu Raya this model gains one Stamina during the End Phase.  
 Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.



Move	Rge	CS	Throwing Knives
6"	6"	2	Accurate: Recast up to one failed Combat Stone for this attack.



## Pallirnai of Kohob

Troop

MERCENARY

Cost  
40

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

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.  
 Assassinate\* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
 Combat Discipline\* [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Dodge\* [C]: Force your opponent to turn over one successful Erac.  
 Ferocity\* [C]: Cast one additional Combat Stone.  
 Pounce (2) [C]: Use this model's Combat Action to move up to 2" and fight a combat against an adjacent Enemy model.  
 Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.



## Preed

Troop

MERCENARY

Cost  
50

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

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Favoured Allies (Graku) [T]: This model allows you to take models of type Graku as Allies. Those models and this model may treat each other as being Friendly.  
 Get 'em! [A]: Select one Friendly Beast model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.  
 Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn.  
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.  
 Retinue (Preed's Graku) [T]: This model starts with one Stamina if deployed within 3" of Preed's Graku. While within 3" of Preed's Graku this model gains one Stamina during the End Phase.



Move	Rge	CS	Crossbow
1"	12"	2	Accurate: Recast up to one failed Combat Stone for this attack. Powerful: Any blows that are landed by this model must be saved with a -1 modifier.



## Shipwright

Civilian

MERCENARY

Cost  
15

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

Initiative [S]: If this model has not already activated and an adjacent Friendly Elite or Civilian is activated this model may be activated for free.  
 Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.



M

# Tal Dolani Oigres

Troop - Unique

MERCENARY

Cost  
40

*"Paltimasi of Kohit"*

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

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.  
 Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
 Combat Discipline [C]: Recast any or all Combat Stones.  
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.  
 Dodge [C]: Force your opponent to turn over one successful Erac.  
 Ferocity [C]: Cast one additional Combat Stone.  
 Pounce (2) [C]: Use this model's Combat Action to move up to 2" and fight a combat against an adjacent Enemy model.  
 Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.



# *Wild Creature*

# Wild Creature



## Ancient Grimblar

Beast - Unique

WILD CREATURE

Cost  
200

Movement	8"
Combat	6
Support	0
Save	3+
CR	9"
Stamina	5

**Abject Terror** [T]: Any model within Command Range is Stunned. A Stunned model loses one Combat Stone and one Support Stone and does not recover Stamina.  
**Assassinate** [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.  
**Crunch** (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked).  
**Indomitable** [C]: This model does not lose its Combat Action if it is attacked.  
**Mighty Blow** [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.  
**Pathfinder** (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9" from any Enemy models. The model may be activated during the Turn.  
**Unstoppable** [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.  
**Very Powerful** [C]: Any blows that are landed by this model must be saved with a -2 modifier.  
**Very Tough** [S]: Re-roll a failed Toughness save.  
**Wild Animal** [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.



## Annoying Garkrid

Beast

WILD CREATURE

Cost  
5

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

**Evasive** [C]: Each successful Oran cast by this model cancels two opposing Erac.  
**Instinctive** (0, 1) [T]: This model always casts at least 1 Oran in combat.



## Bagrun

Beast

WILD CREATURE

Cost  
80

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

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



## Biting Garkrid

Beast

WILD CREATURE

Cost  
5

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

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





## Blue-tailed Fosser Kopa

Beast

WILD CREATURE

Cost  
10

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

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



## Blue-tailed Fosser Sempa

Beast

WILD CREATURE

Cost  
5

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

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



## Bronx Hatchling

Beast

WILD CREATURE

Cost  
5

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



## Bronx Jenta

Beast

WILD CREATURE

Cost  
10

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

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





## Bronx Kopa

Beast

WILD CREATURE

Cost  
50

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

Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.

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

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

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

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

Transport (5) [A]: Immediately after this model's Basic Movement, select up to 5 Friendly or Allied models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

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



## Bronx Sempa

Beast

WILD CREATURE

Cost  
30

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

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

Lunge (1) [C]: Use this model's Combat Action to attack a model within 1". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

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

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

Transport (4) [A]: Immediately after this model's Basic Movement, select up to 4 Friendly or Allied models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

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



## Enar Vareen

Beast

WILD CREATURE

Cost  
30

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

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".

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

Blitz (1) [C]: If this model casts 1 or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.

Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.

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

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

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

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



## Frenzied Grimbler

Beast

WILD CREATURE

Cost  
150

"Unfailing terror"

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

Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked).

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

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

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

Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9" from any Enemy models. The model may be activated during the Turn.

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

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

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

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

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







## Garkrid Eggstick

Egg - Object

WILD CREATURE

Cost

5

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

Heavy [T]: This model may be moved up to 6" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" if pulled by 2 Small or 1 Medium model.  
 Untrained [T]: This model may not be Activated Directly.



## Garkrid Infestation

Beast

WILD CREATURE

Cost

5

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

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



## Golobaali

Beast

WILD CREATURE

Cost

10

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

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



## Granok Kopa

Beast

WILD CREATURE

Cost

20

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

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





## Granok Sempa

Beast

WILD CREATURE

Cost  
10

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

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



## Grimblar

Beast

WILD CREATURE

Cost  
150

"Unfailing terror"

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

Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked).  
 Indomitable [C]: This model does not lose its Combat Action if it is attacked.  
 Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.  
 Pathfinder (O) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9" from any Enemy models. The model may be activated during the Turn.  
 Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.  
 Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.  
 Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.  
 Very Tough [S]: Re-roll a failed Toughness save.  
 Wild Animal [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.



## Hadera

Beast

WILD CREATURE

Cost  
40

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

Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.  
 Untrained [T]: This model may not be Activated Directly.  
 Very Tough [S]: Re-roll a failed Toughness save.



## Jeskir

Beast

WILD CREATURE

Cost  
15

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





## Kitahii

Beast

## WILD CREATURE

Cost  
30

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

*Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".*  
*Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed Agility Test.*  
*Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.*  
*Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.*  
*Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.*  
*Ranger [T]: This model may move over difficult terrain without Moving Cautiously.*  
*Untrained [T]: This model may not be Activated Directly.*  
*Wild Animal [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.*



## Martram

Beast

## WILD CREATURE

Cost  
50

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

*Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.*  
*Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.*  
*Very Tough [S]: Re-roll a failed Toughness save.*



## Mekkrid

Beast

## WILD CREATURE

Cost  
20

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

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



## Ochulan Doaka

Beast

## WILD CREATURE

Cost  
10

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





## Ogechla

Beast

WILD CREATURE

Cost  
30

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

*Ambush* [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.  
*Mighty Blow* [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.  
*Powerful* [C]: Any blows that are landed by this model must be saved with a -1 modifier.



## Onsegar

Beast

WILD CREATURE

Cost  
150

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

*Aggressive* [3] [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
*Pounce* [3] [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.  
*Powerful* [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
*Untrained* [T]: This model may not be Activated Directly.  
*Very Tough* [S]: Re-roll a failed Toughness save.



## Pyulka

Beast

WILD CREATURE

Cost  
5

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

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

*Critter* [1] [L]: Activate up to 1 Friendly model with the Critter[L] ability.  
*Evasive* [C]: Each successful Oran cast by this model cancels two opposing Erac.  
*Nest* [5] [S]: At the start of the game you may choose not to deploy this model and up to 5 identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any Enemy models. The models may be activated during the Turn.  
*Passive* [T]: This model may not attack as a Combat Action.



## Quosiin

Beast

WILD CREATURE

Cost  
35

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

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





## Quosiin Calf

Beast

WILD CREATURE

Cost  
15

Movement	8"	<p>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.</p>
Combat	2	
Support	1	
Save	5+	
CR	6"	



## Rakla Jenta

Beast

WILD CREATURE

Cost  
15

"Fearsome predator from the Casanii Territories"

Movement	8"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".          Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.          Pack (1) [L]: Activate up to 1 Friendly model with the Pack(L) ability.          Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.</p>
Combat	2	
Support	0	
Save	5+	
CR	2"	

Stamina

1



## Rakla Kopa

Beast

WILD CREATURE

Cost  
35

"Fearsome predator from the Casanii Territories"

Movement	8"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".          Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.          Pack (2) [L]: Activate up to 2 Friendly models with the Pack(L) ability.          Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.          Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.</p>
Combat	4	
Support	1	
Save	4+	
CR	3"	

Stamina

2



## Rakla Sempa

Beast

WILD CREATURE

Cost  
30


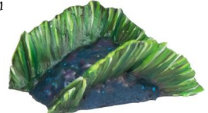
"Fearsome predator from the Casanii Territories"



Movement	8"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".          Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.          Pack (1) [L]: Activate up to 1 Friendly model with the Pack(L) ability.          Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.          Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.          Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider(T) that was contacted by this model during that movement. Place the Rider(T) model adjacent to this model.</p>
Combat	3	
Support	1	
Save	4+	
CR	3"	



Stamina



2



	<b>River Akitiin Coil</b>	Beast - Body Section	<b>WILD CREATURE</b>	Cost 0
Movement	0"	Constrict (3) [C]: This model provides 3 additional Combat Stones if supporting another model with Constrict [C]. 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" from any Enemy models. - During the Activation of any Body Section you may spend one Stamina to deploy one other Body Section within 6". 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" of another Body section, or if any other Body Sections are more than 12" 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.		
Combat	0	Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 9" if the move is entirely within water.		
Support	1	Very Tough [S]: Re-roll a failed Toughness save.		
Save	3+			
CR	0"			
Stamina	Special			

	<b>River Akitiin Head</b>	Beast - Body Section	<b>WILD CREATURE</b>	Cost 150
<i>"Terrifying monstrosities from the depths"</i>				
Movement	0"	Aggressive (6) [T]: This model always gets a Combat Action if there are any Enemy models within 6". Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked). Instinctive (3, 0) [T]: This model always casts at least 3 Erac in combat.		
Combat	4	Lunge (6) [C]: Use this model's Combat Action to attack a model within 6". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.		
Support	1	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" from any Enemy models. - During the Activation of any Body Section you may spend one Stamina to deploy one other Body Section within 6". 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" of another Body section, or if any other Body Sections are more than 12" 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.		
Save	4+			
CR	6"	Swim (3) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 3" if the move is entirely within water.		
Stamina	3			

	<b>River Akitiin Tail</b>	Beast - Body Section	<b>WILD CREATURE</b>	Cost 0
Movement	0"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Instinctive (3, 0) [T]: This model always casts at least 3 Erac in combat.		
Combat	3	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. Pitch (6) [S]: If this model lands a blow on a model of equal size or smaller then it may move the model up to 6" in any direction before they make their Toughness save roll.		
Support	0	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" from any Enemy models. - During the Activation of any Body Section you may spend one Stamina to deploy one other Body Section within 6". 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" of another Body section, or if any other Body Sections are more than 12" 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.		
Save	4+			
CR	0"	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.		
Stamina	Special			

	<b>Ruhnko</b>	Beast	<b>WILD CREATURE</b>	Cost 30
<i>"Bad-tempered river dwellers"</i>				
Movement	4"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Instinctive (3, 1) [T]: This model always casts at least 3 Erac and 1 Oran in combat.		
Combat	5	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.		
Support	0	Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save. Wild Animal [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.		
Save	3+			
CR	6"			
Stamina	1			



## Ruukil Hullborer

Beast

WILD CREATURE

Cost

5

Movement	2"	<p>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.</p>
Combat	1	
Support	0	
Save	—	
CR	0"	



## Shiny Garkrid

Beast

WILD CREATURE

Cost

5

Movement	8"	<p>Evastive [C]: Each successful Oran cast by this model cancels two opposing Erac.  Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.</p>
Combat	1	
Support	0	
Save	—	
CR	0"	



## Shipmite

Beast

WILD CREATURE

Cost

5

Movement	2"	<p>Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.  Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.  Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.  Weak [C]: Blows landed by this model are saved with a +1 modifier.</p>
Combat	1	
Support	0	
Save	—	
CR	0"	



## Skerrat Broodmother

Beast - Elite - Unique

WILD CREATURE

Cost

60

Movement	8"	<p>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 model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.  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 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.  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 (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.</p>
Combat	4	
Support	1	
Save	4+	
CR	9"	
Stamina	2	





## Spitting Garkrid

Beast

WILD CREATURE

Cost  
10

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

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 with a -1 modifier.



Move	Rge	CS	Spit
0"	6"	2	Powerful: Any blows that are landed by this model must be saved with a -1 modifier.



## Torala

Beast

WILD CREATURE

Cost  
50

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

Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked).  
 Indomitable [C]: This model does not lose its Combat Action if it is attacked.  
 Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.  
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
 Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.  
 Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.  
 Untrained [T]: This model may not be Activated Directly.  
 Very Tough [S]: Re-roll a failed Toughness save.  
 Wild Animal [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.



## Tourac

Beast

WILD CREATURE

Cost  
10

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

Squawk! [S]: If a blow is landed on this model, it screams at the top of its lungs: all Beasts within its Command Range (from closest to farthest) immediately move straight towards it, stopping if they come into base contact with another model. This ability can only be used once per Turn.  
 Untrained [T]: This model may not be Activated Directly.



## Tropli

Beast

WILD CREATURE

Cost  
10

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

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







## Tunnelling Akitiin

Beast

WILD CREATURE

Cost  
40

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

**Aggressive (3) [T]:** This model always gets a Combat Action if there are any Enemy models within 3".  
**Ambush [S]:** Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" 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.



## Utakrid

Beast

WILD CREATURE

Cost  
50

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

**Crunch (2) [C]:** Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked).  
**Dodge\* [C]:** Force your opponent to turn over one successful Erac.  
**Flying [T]:** This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
**Grab [A]:** Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.  
**Overflight [C]:** This model can Move after its Combat Action.  
**Untrained [T]:** This model may not be Activated Directly.  
**Very Tough\* [S]:** Re-roll a failed Toughness save.



## Utakrid (flightless)

Beast

WILD CREATURE

Cost  
20

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

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



## Utakrid Eggberg

Egg - Object

WILD CREATURE

Cost  
15

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

**Sturdy [T]:** This model cannot be targeted by Ranged Attacks.  
**Very Heavy [T]:** This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.  
**Untrained [T]:** This model may not be Activated Directly.  
**Very Tough\* [S]:** Re-roll a failed Toughness save.





## Utakrid Eggmass (Small)

Egg - Object

WILD CREATURE

Cost  
5

Movement	?	Heavy [T]: This model may be moved up to 6" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" if pulled by 2 Small or 1 Medium model.
Combat	?	Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.
Support	?	
Save	4+	
CR	?	
Stamina	1	



## Utakrid Sempa

Beast

WILD CREATURE

Cost  
30

Movement	3"	Crunch (1) [C]: Cast an extra 1 Erac Combat Stone when attacking (as opposed to being attacked). Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.
Combat	3	Untrained [T]: This model may not be Activated Directly.
Support	1	
Save	5+	
CR	9"	



## 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.
Support	0	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.
Save	2+	
CR	2"	



## Wild Sprigg

Beast

WILD CREATURE

Cost  
20

Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Dodge [C]: Force your opponent to turn over one successful Erac.
Combat	4	Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat. Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
Support	1	Pack (1) [L]: Activate up to 1 Friendly model with the Pack(L) ability. Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9" from any Enemy models. The model may be activated during the Turn.
Save	4+	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.
CR	12"	Untrained [T]: This model may not be Activated Directly.
Stamina	1	





## Wild Tahela Jenta

Beast

WILD CREATURE

Cost  
15

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

*Charge* (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
*Pack* (0) [L]: This model can be activated by Friendly models with the *Pack*[L] ability.  
*Pack Hunter* [C]: This model provides one additional Combat Stone if supporting another model with *Pack Hunter*[C].  
*Swim* [S] [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.



## Yartain

Beast

WILD CREATURE

Cost  
80

*"Fearsome beasts of the Setiv mountains"*

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

*Blitz* (3) [C]: If this model casts 3 or more successful *Eric* in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.  
*Overdrive* [C]: Use before combat. Cast one additional Combat Stone.  
*Powerful* [C]: Any blows that are landed by this model must be saved with a -1 modifier.  
*Ranger* [T]: This model may move over difficult terrain without Moving Cautiously.  
*Very Tough* [S]: Re-roll a failed Toughness save.



## Yartain Pup

Beast

WILD CREATURE

Cost  
15

*"Young, but still fearsome!"*

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

*Blitz* (3) [C]: If this model casts 3 or more successful *Eric* in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.  
*Loyalty* (Yartain) [T]: Select a Friendly Yartain model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.  
*Ranger* [T]: This model may move over difficult terrain without Moving Cautiously.



## Yorali

Beast

WILD CREATURE






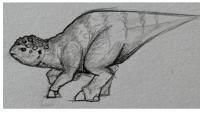


Cost  
50

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

*Aggressive* (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
*Crunch* (2) [C]: Cast an extra 2 *Eric* Combat Stones when attacking (as opposed to being attacked).  
*Lunge* (3) [C]: Use this model's Combat Action to attack a model within 3". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.  
*Untrained* [T]: This model may not be Activated Directly.  
*Very Tough* [S]: Re-roll a failed Toughness save.  
*Wild Animal* [T]: This model treats all models as Enemies and will always use its Combat Action to initiate a combat with the nearest model.



# Wild Creature (Beasts)

	<b>Alora</b>	Beast	<b>WILD CREATURE</b>	Cost 20 for 3
Movement	8"	Alora Handler (1) [L]: Activate up to 1 Friendly Alora. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C]. Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.		
Combat	1			
Support	0			
Save	—			
CR	1"			
	<b>Argoran Zavrnuun</b>	Beast	<b>WILD CREATURE</b>	Cost 5
"Small... and mildly annoying..."				
Movement	6"	Dug In [T]: Sacrifice this model's movement to gain concealment and +2 to any Toughness saves until the model moves or uses a Combat Action. Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.		
Combat	1			
Support	1			
Save	5+			
CR	1"			
	<b>Baksun</b>	Beast	<b>WILD CREATURE</b>	Cost 30
Movement	8"	Charge (2) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat. Powerful Charge [T]: If this model ends its move more than 4" from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase. Untrained [T]: This model may not be Activated Directly.		
Combat	3			
Support	1			
Save	4+			
CR	6"			
	<b>Doliir</b>	Beast	<b>WILD CREATURE</b>	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.		
Combat	1			
Support	1			
Save	—			
CR	3"			



## Enar Naliks

Beast

WILD CREATURE

Cost  
30

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

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



## Felexin

Beast

WILD CREATURE

Cost  
20

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

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



## Fosser

Beast

WILD CREATURE

Cost  
5

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

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

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



## Gargoyle

Beast

WILD CREATURE

Cost  
15

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

*Camouflage* [T]: Sacrifice this model's movement to gain concealment until the model moves or uses a Combat Action. While concealed, this model gains Sturdy[T], and can only be attacked in close combat if the attacking model rolls a 6 on a D6.  
*Flying* [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.  
*Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.





## Kentirin

Beast

## WILD CREATURE

Cost

5

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

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



## Kol

Beast

## WILD CREATURE

Cost

5

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

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



## Lesser Fanged Akitiin

Beast

## WILD CREATURE

Cost

20

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

*Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.  
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.  
Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.  
Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.  
Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.*



## Marsh Lohbess

Beast

## WILD CREATURE

Cost

5

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

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

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





Opahr

Beast

WILD CREATURE

Cost  
10

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

*Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.*  
*Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.*  
*Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.*



Quoxa

Beast

WILD CREATURE

Cost  
5

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

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



Renteli

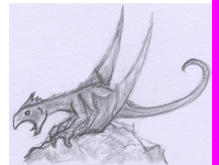
Beast

WILD CREATURE

Cost  
5

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

*Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.*  
*Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.*  
*Passive [T]: This model may not attack as a Combat Action.*  
*Swift [T]: This model may be activated any number of times each Turn.*  
*Untrained [T]: This model may not be Activated Directly.*  
*Weak [C]: Blows landed by this model are saved with a +1 modifier.*



Sakuu

Beast

WILD CREATURE

Cost  
20

Movement	8"
Combat	2
Support	1
Save	6+
CR	3"
Stamina	1

*Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.*  
*Combat Discipline\* (1) [C]: Recast any or all Combat Stones.*  
*Nimble [S]: This model may make use its Activation abilities at any point during its move.*





## Setir Opay

Beast

WILD CREATURE

Cost

5

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

*Critter (i) [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.*



## Voracious Lesser Red Tip

Beast

WILD CREATURE

Cost

5

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

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

*Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.*  
*Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.*  
*Untrained [T]: This model may not be Activated Directly.*



## Wild Flocking Garo

Beast

WILD CREATURE

Cost  
20 for 3

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

*Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.*  
*Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.*  
*Pack (i) [L]: Activate up to 1 Friendly model with the Pack[L] ability.*  
*Untrained [T]: This model may not be Activated Directly.*



## Wild Hunting Garo

Beast

WILD CREATURE

Cost

5

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

*Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.*  
*Flying [T]: This model may move over Enemy models as long as it has sufficient movement. It may also move at full rate even if forced to Move Cautiously.*  
*Untrained [T]: This model may not be Activated Directly.*





# Wild Creature (Military)



## Grakukan

Beast

WILD CREATURE

Cost

75

"The grakukan are fearsome but unpredictable!"

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

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".  
 Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.  
 Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.  
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.



## Wild Tahela

Beast

WILD CREATURE

Cost

30

" "

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

Charge (1) [A]: Fight a combat against an adjacent Enemy immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.  
 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.  
 Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.  
 Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].  
 Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.



*Casarii*

*Two cards per row*

# Casanii - Alaim

## Alaim The Outcast

Enarii  
Unique

Movement 10"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 4



Blitz (2) [C], Charge (1) [A], Combat Trained (2) [C], Diplomat (Empire) [T], Powerful [C], Solo [T], Transport (1) [A], Unstoppable [T], Barreling Charge (1) [T], Very Tough [S]



CASANII - ALAIM

Cost  
150

# Casani - Core

## Casani Warrior

"The mainstay of the Casani forces"

Movement 8"

Combat 3

Support 1

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

Save 5+

CR 6"

Move Rge CS Throwing Spear  
8" 4" 2 Bushwack



CASANII - CORE

Cost  
20

Troop

## Casani Warrior Chief

"Veterans who have survived countless hunts"

Movement 8"

Combat 4

Support 2

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

Save 5+

CR 9"

Stamina 2

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



CASANII - CORE

Cost  
80

Elite

## Crested Grola

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



CASANII - CORE

Cost  
15

Beast

## Erillai

Movement 8"

Combat 3

Support 0

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

Save 4+

CR 2"

Stamina 1



CASANII - CORE

Cost  
15

Beast

**Erillai Rider**  
*"Fast and deadly cavalry"*

Movement 8"

Combat 3


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

Save 4+

CR 6"

Stamina 1

Move Rge CS Throwing Spear  
 8" 4" 2 Bushwack

 CASANII - CORE Cost 30



**Hadera Rider**  
*"Masters of the Casanii plains"*

Movement 10"

Combat 4


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

Save 3+

CR 6"

Stamina 2

Move Rge CS Throwing Spear  
 8" 4" 2 Bushwack

 CASANII - CORE Cost 60



**Mounted Shaman (Erillai)**

Movement 8"

Combat 3

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

Save 4+

CR 6"

Stamina 3

 CASANII - CORE Cost 60



**Mounted Shaman (Hadera)**

Movement 10"


Combat 4

Support 1  
*Charge (2) [A], Commander (2) [L], Inspire [T], Tactician\*\* [S], Transport (2) [A], Unstoppable [T], Very Tough\* [S]*

Save 3+

CR 6"

Stamina 3

 CASANII - CORE Cost 90



## On'Saa

"Ensuring messages are delivered at all costs"

Movement 8"

Combat 3

Support 1

save 6+

CR 6"

Stamina 4



Agility [T], Assassinate\* [A], Combat Trained (2) [C], Dodge\* [C], Ferocity\* [C], Ranger [T], Rider [T], Solo [T], Sprint\* (4) [A]



CASANII - CORE

Cost  
50

Elite

## Shaman

"Those who walk with the spirits"

Movement 8"

Combat 3

Support 1

save 6+

CR 6"

Stamina 2



Commander (2) [L], Inspire [T], Rider [T], Tactician\*\* [S]



CASANII - CORE

Cost  
40

Elite  
Unique

## Tracker

"Unerringly accurate with their bows"

Movement 8"

Combat 3

Support 1

save 6+

CR 6"

Stamina 1

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



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



CASANII - CORE

Cost  
25

Troop

# Casanii - Deyath

## Telani Deyath

"Scourge of those who trespass on his lands"

Elite  
Unique

Movement 8"

Combat 4

Support 2

Save 4+

CR 9"

Stamina 3

Move

Rge

CS

Koiba

8"

4"

3

Bushwack, Light Weapon



Captain (6) [L], Combat Discipline\* [C], Combat Trained (2) [C], Commander (4) [L], Coordinated Strike\* [A], Powerful [C], Very Tough\* [S]



CASANII - DEYATH

Cost  
100

# Casanii - Enyath

## Noh'rilan Enyath

Elite  
Unique

Movement 10"

Combat 4

Support 1

Save 3+ Charge (2) [A], Combat Discipline\* [C], Combat Trained (2) [C], Inspire [T], Packmaster (4) [L], Trainer (2, Packmaster(1)) [T], Unstoppable [T], Very Tough\* [S]

CR 9"

Stamina 2

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



CASANII - ENYATH

Cost  
90

## Young Noh'rilan

Elite  
Unique

Movement 10"

Combat 4

Support 1

Save 4+

CR 6"

Move	Rge	CS	Throwing Spear
8"	4"	2	Bushwack



Combat Trained (1) [C], Packmaster (2) [L]



CASANII - ENYATH

Cost  
50





# Casanii - Feral

**Dompaku** Beast  
*"Graceful giants who accompany the ferals"*

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

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





 **CASANII - FERAL** Cost 60

**Feral Baksun** Troop

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

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



 **CASANII - FERAL** Cost 45

**Feral Brave** Elite Troop  
*"The older ferals who rule the youngsters"*

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

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





 **CASANII - FERAL** Cost 30

**Feral Brave on Rakla** Elite Troop  
*"The braves can barely control the huge beasts!"*

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

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



 **CASANII - FERAL** Cost 40

## Feral Granok Rider

Troop

Movement 10"

Combat 3

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

Save 5+

CR 3"

Move Rge CS Sling  
10" 8" 2 Light Weapon



CASANII - FERAL

Cost  
25

## Feral Mutt

Beast  
Troop

*"All tempered protectors for the young ferals"*

Movement 10"

Combat 2

Support 1 Combat Trained (1) [C], Pack (0) [L]

Save 5+

CR 1"



CASANII - FERAL

Cost  
15

## Feral Sling

*"Hunting their prey from afar"*

Movement 6"

Combat 1

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

Save 6+

CR 1"

Move Rge CS Sling  
3" 8" 2



CASANII - FERAL

Cost  
10

Troop

## Feral Warrior

Troop

*"Young casanii trying to prove themselves"*

Movement 6"

Combat 2

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

Save 6+

CR 1"




CASANII - FERAL


Cost  
10

**Jakiin**  
*"The youngest of Koi'Koi's ferals"*

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




Loyalty (Koi'Koi) [T], Pack (1) [L]

 CASANII - FERAL


Cost 10

**Lek'Saa**  
*"More at home with grishak than her kin"*

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




Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em!' [A], Pack Hunter [C], Pathfinder (4) [S]

 CASANII - FERAL


Cost 20

**Lek'Saa on Grishak**  
*"More at home with grishak than her kin"*

Movement 10"  
 Combat 3  
 Support 1  
 Save 4+  
 CR 6"  
 Stamina 2




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]

 CASANII - FERAL


Cost 50

**Lek'Saa on Rakla**  
*"More at home with grishak than her kin"*

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



Aggressive (3) [T], Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em!' [A], Instinctive (2, 0) [T], Pack Hunter [C], Pathfinder (4) [S], Pounce (3) [C], Sprint\* (4) [A], Transport (1) [A]

 CASANII - FERAL

Cost 30

# Casanii - Steyar

## Sel'Ban Steyar

"Most renowned of the Onsegar Riders"

Elite  
Unique

Movement 10"

Combat 5

Support 1

Save 3+

CR 9"

Stamina 4



Aggressive (3) [T], Captain (6) [L], Charge (1) [A],  
Combat Discipline\* [C], Combat Trained (2) [C],  
Commander (4) [L], Pounce (3) [C], Powerful [C],  
Very Tough\* [S]



CASANII - STEYAR

Cost  
150

*Delgon*

*Two cards per row*

# Delgon - Core

## Belderak Bombard

Mechanical  
Object

Movement Special

Combat —

Support —

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

CR —

Stamina 1



Move Rge CS Shell  
0" 12-24" 2 Death From Above, Haphazard (4, 3),  
Operated (2), Powerful, Shatter



DELGON - CORE

Cost  
25

## Delgon Mechanic

Troop

Movement 6"

Combat 1

Support 0 Initiative [S], Tune Up [A]

Save 5+

CR 0.5"



DELGON - CORE

Cost  
15

## Delgon Sprog

Troop

Movement 6"

Combat 1

Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]

Save 5+

CR 3"



DELGON - CORE

Cost  
5

## Delgon Sprog & Skerrat

Troop

Movement 6"

Combat 2

Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]

Save 5+

CR 3"



Move Rge CS Skerrat  
6" 5" 1 Bushwack, Light Weapon



DELGON - CORE

Cost  
10

## Delgon Sprog Gang Leader

Troop

Movement 6"

Combat 1

Support 1

Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]

Save 5+

CR 3"



Move Rge CS Skerrat  
6" 5" 1 Bushwack, Light Weapon



DELGON - CORE

Cost  
15

## Delgon Sprog Skerrat Rider

Troop

Movement 8"

Combat 2

Support 1

Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]

Save 5+

CR 3"



Move Rge CS Skerrat  
6" 5" 1 Bushwack, Light Weapon



DELGON - CORE

Cost  
20

## Heavy KalMalog

Elite  
Mechanical

Movement 3"

Combat 3

Support 1

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

Save 3+

CR 0.5"

Stamina 6

Move Rge CS Guns  
0" 12" 2 Ferocity, Long Range\* (6), Quick Shot\*



DELGON - CORE

Cost  
50

## Heavy KalMalog With Deraks

Elite  
Mechanical

Movement 3"

Combat 3

Support 1

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

Save 3+

CR 0.5"

Stamina 6

Move Rge CS Guns  
0" 12" 2 Long Range\* (6), Overdrive\*, Powerful, Shatter



DELGON - CORE

Cost  
50

## Heavy KalMalog With Gushraks

Elite  
Mechanical

Movement 3"

Combat 3

Support 1

Save 3+

CR 0.5"

Stamina 6

Move	Rge	CS	Gushrak
0"	blast	3	Focus*, Intense Spray*, Quick Shot*



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



DELGON - CORE

Cost  
50

## KalDreman

Troop

"Elite but headstrong bodyguards"

Movement 6"

Combat 2

Support 2

Save 5+

CR 0.5"

Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]



DELGON - CORE

Cost  
20

## KalDromar

Troop

"Stalwart and reliable bodyguards"

Movement 6"

Combat 2

Support 1

Save 4+

CR 0.5"

Bodyguard [S], Defender [S], Initiative [S], Rare [T]



DELGON - CORE

Cost  
15

## KalDru

Mechanical  
Troop

"Devastatingly effective!"

Movement 6"

Combat 1

Support 0

Save 5+

CR 0.5"

Move	Rge	CS	Light Derak
3"	blast	3	Point Blank




DELGON - CORE


Cost  
20



**KalDruKar**  
*"Unwieldy, but deadly at long range!"*


Movement 6"  
 Combat 1  
 Support 0  
 Save 5+  
 CR 0.5"  
 Stamina 3  
 Move Rge CS Derakar  
 0" 12" 2 Long Range\* (4), Quick Shot\*




 DELGON - CORE Cost 30

**KalGarkii**  
*"Inexperienced but unquestioning in their loyalty"*

Movement 6"  
 Combat 2  
 Support 1  
 Save 5+  
 CR 0.5"



 DELGON - CORE Cost 10

**KalGush**  
*"Feared by friends and enemies alike!"*

Movement 6"  
 Combat 1  
 Support 0  
 Save 5+  
 CR 0"  
 Stamina 3  
 Move Rge CS Gushrak  
 3" blast 2 Focus\*, Wide Spray\*




Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent\* [A]


 DELGON - CORE Cost 30

**KalJoran**  
*"Ferocious shock troopers who lead the charge"*

Movement 6"  
 Combat 2  
 Support 1  
 Save 5+  
 CR 0.5"



Charge (1) [A], Defensive Line [C]

 DELGON - CORE Cost 15

## KalMalog

"Crampling all beneath their metal hooves!"

Movement 8"

Combat 3

Support 1

Save 4+

CR 6"

Stamina 6



Assassinate\* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive\* [C], Sprint\* (4) [A], Stamina Limit (3) [T]



DELGON - CORE

Elite  
Mechanical  
Cost  
50

## KalMalog Veteran

"Crampling all beneath their metal hooves!"

Movement 8"

Combat 3

Support 1

Save 4+

CR 6"

Stamina 6



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



DELGON - CORE

Elite  
Mechanical  
Cost  
75

## Mounted NuraSen

"All must bow to the Enarii!"

Movement 8"

Combat 1

Support 1

Save 5+

CR 6"



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



DELGON - CORE

Elite  
Cost  
50

## NuraFehn

Troop

Movement 6"

Combat 1

Support 0

Save 5+

CR 0.5"



Initiative [S], Smelling Salts [S]



DELGON - CORE

Cost  
15

### NuraKira

"For the Gods!"

Movement 6"

Combat 1

Support 1

save 6+

CR 6"



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



DELGON - CORE

Cost  
20

Elite

### NuraKira Obal

"I aim only to bring peace to these lands"

Movement 6"

Combat 1

Support 1

save 6+

CR 6"



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



DELGON - CORE

Cost  
30

Elite  
Unique

### NuraLehn

"The young Acolytes lead from the front lines"

Movement 6"

Combat 1

Support 1

save 6+

CR 6"



Authority (1) [L]



DELGON - CORE

Cost  
15

Troop

### NuraSen

"All must bow to the Enarii!"

Movement 6"

Combat 1

Support 1

save 6+

CR 6"



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



DELGON - CORE

Cost  
40

Elite

## NuraSen Gohral

*"Possessed of a sharp but callous mind"*

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"

Stamina 2



Authority (4) [L], Protected (4) [T], Tactician\*\* [S]

Elite  
Unique



DELGON - CORE

Cost  
60

## NuraSen Plutom

*"Technology is the route to victory!"*

Movement 6"

Combat 1

Support 1

Save 5+

CR 6"

Stamina 2



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

Elite  
Unique



DELGON - CORE

Cost  
60

## NuraTia Obal

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"



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

Elite  
Unique



DELGON - CORE

Cost  
60

# Delgon - Core (Military)

## Delgon Standard Bearer

Troop

Movement 6"

Combat 1

Support 1 Standard [T]

save 5+





CR 9"



DELGON - CORE

Cost  
20

# Delgon - Dehnan

<p><b>Dehnan</b> "The god of the Shogu nomads"</p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 0</p> <p>Save 3+</p> <p>CR 12"</p> <p>Stamina 5</p>  <p>Enarii Unique</p>  <p>DELGON - DEHRAN</p> <p>Cost 120</p>	<p><b>KalDehnan</b> "Loyal followers of Dehnan"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 0.5"</p> <p>Stamina Special</p>  <p>Troop</p> <p>Combat Trained (1) [C], Loyalty (Dehnan) [T], Ranger [T], Rare [T], Retinue (Dehnan) [T], Sprint (4) [A]</p>  <p>DELGON - DEHRAN</p> <p>Cost 20</p>
<p><b>NuraSen Todahlin</b></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p>  <p>Elite Unique</p> <p>Authority (4) [L], Commander (4) [L], Favoured Allies (Teral) [T], Protected (2) [T], Very Tough (S)</p>  <p>DELGON - DEHRAN</p> <p>Cost 50</p>	

# Delgon - Eldeyn

Eldeyn The Gardener

Enarii  
Unique

Movement 10"

Combat 4

Support 0

Save 3+

CR 12"

Stamina 5



Commander (4) [L], Critical [T], Powerful [C],  
Unstoppable [T], Very Tough\* [S]



DELGON - ELDEYN

Cost  
80

# Delgon - Garabon

NuraGan Largos

Elite  
Unique

Movement 8"

Combat 2

Support 1

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

Save 4+

CR 6"



DELGON - GARABON

Cost  
60



# Delgon - Roban

Roban

*"Seething with hatred for the devanu"*

Enarii  
Unique

Movement 10"

Combat 5

Support 0

save 3+

CR 12"

Stamina 5



Combat Trained (2) [C], Commander (4) [L],  
Critical [T], Mighty Blow [C], Powerful [C],  
Unstoppable [T], Very Tough [S]



DELGON - ROBAN

Cost  
250

*Devanu*

*Two cards per row*

# Devanu - Arak

## Arak Katain

"I shall kill one of their gods!"

Elite  
Unique

Movement 10"

Combat 6

Support 0

Save 4+

CR 12"

Stamina 6











Agility [T], Alpha [T], Assassinate\* [A], Combat Discipline\* [C], Commander (4) [L], Momentum [S], Very Tough\* [S]



DEVANU - ARAK

Cost  
225

# Devanu - Core

<p><b>Devanu Eggstick</b>  <i>"Keeping their eggs safe and close"</i></p> <p>Movement —</p> <p>Combat —</p> <p>Support —</p> <p>Save 4+ Concealed [T], Untrained [T], Unwieldy [T]</p> <p>CR 0"</p>  <p> DEVANU - CORE Cost 5</p>	<p><b>Devanu Hatchling</b> <span style="float: right;">Jenta</span>  <i>"Even the youngest of hatchlings can be deadly!"</i></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Agility [T], Ferocity* [C], Sibling [C]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Stamina 1</p>  <p> DEVANU - CORE Cost 20</p>
<p><b>Devanu Kopa</b>  <i>"Masters of the art of hunting and killing"</i></p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p>  <p> DEVANU - CORE Cost 175</p>	<p><b>Devanu Kopa Beastmaster</b> <span style="float: right;">Elite</span>  <i>"Some Devanu never do develop a proper fondness for their kin"</i></p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Beast Handler (3) [L], Charge (2) [A], Dodge* [C], Ferocity* [C], Leap* (4) [A], Pack Hunter [C], Pack Instinct [C], Trainer (1 Wild Creature, Loyalty(Devanu Kopa Beastmaster)) [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p>  <p> DEVANU - CORE Cost 175</p>

## Devanu Kopa Ranger

*"Masters of the art of hunting and killing"*

Movement 10"

Combat 6

Support 2

Save 5+

CR 12"

Stamina 6



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

Elite



DEVANU - CORE

Cost  
175

## Devanu Kopa Ravager

*"Masters of the art of hunting and killing"*

Movement 10"

Combat 6

Support 2

Save 4+

CR 12"

Stamina 6



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

Elite



DEVANU - CORE

Cost  
175

## Devanu Kopa Warmonger

*"Masters of the art of hunting and killing"*

Movement 8"

Combat 6

Support 2

Save 4+

CR 12"

Stamina 6



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

Elite



DEVANU - CORE

Cost  
175

## Devanu Matriarch

*"Fiercely protective of their young"*

Movement 10"

Combat 5

Support 2

Save 5+

CR 12"

Stamina 4







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



Elite









DEVANU - CORE

Cost  
120

<p><b>Devanu Sempa</b>  <i>"Following their Kopa with absolute trust"</i></p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 5</p> <p> DEVANU - CORE</p> <p>Cost 125</p>	<p><b>Grishak</b>  <i>"Silent and deadly hunters"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 3"</p> <p> DEVANU - CORE</p> <p>Cost 25</p>
<p><b>Grishak Jenta</b>  <i>"The vicious youngsters are still dangerous!"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 1"</p> <p> DEVANU - CORE</p> <p>Cost 15</p>	<p><b>Grishak Kopa</b>  <i>"Hulking and terrible beasts!"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 6"</p> <p> DEVANU - CORE</p> <p>Cost 50</p>

<p><b>Jenta Handler</b>  <i>"More at home with beasts than other devanu"</i></p> <p>Movement 8"  Combat 4  Support 1  Save 5+  CR 6"  Stamina 3</p> <p> DEVANU - CORE</p> <p>Elite Jenta  Cost 50</p>  <p>Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]</p>	<p><b>Jenta Hunter</b>  <i>"Young devanu who fight close to their siblings"</i></p> <p>Movement 8"  Combat 4  Support 1  Save 5+  CR 6"  Stamina 3</p> <p> DEVANU - CORE</p> <p>Elite Jenta  Cost 50</p>  <p>Agility [T], Combat Discipline* [C], Feint* [C], Ferocity* [C], Leap* (4) [A], Rapid Strike [C], Sibling [C]</p>
<p><b>Jenta Spear</b>  <i>"Hurling spears scavenged from their prey"</i></p> <p>Movement 8"  Combat 4  Support 1  Save 5+  CR 6"  Stamina 3</p> <p> DEVANU - CORE</p> <p>Elite Jenta  Cost 50</p>  <p>Agility [T], Ferocity* [C], Leap* (4) [A]</p> <p>Move Rge CS Spear  8" 8" 2 Focus*, Light Weapon, Long Range* (4)</p>	<p><b>Kosok</b>  <i>"Casting a fearful shadow over their prey"</i></p> <p>Movement 12"  Combat 1  Support 3  Save 6+  CR 6"</p> <p> DEVANU - CORE</p> <p>Beast  Cost 25</p>  <p>Aggressive (3) [T], Charge (2) [A], Evasive [C], Fit [C], Flying [T], Solo [T]</p>

# Devanu - Outcasts

<p><b>Alpha Outcast</b>  <i>"Desperate leaders of the young outcasts"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 4</p>  <p>Agility [T], Alpha [T], Charge (2) [A], Combat Discipline* [C], Dodge* [C], Ferocity* [C], Leap* (4) [A], Outcast [T], Packmaster (4) [L]</p> <p> DEVANU - OUTCASTS</p> <p>Cost 75</p>	<p><b>Kelahn</b>  <i>"Ferocious beasts that prowl the Argoran Wastes"</i></p> <p>Movement 8"</p> <p>Combat 6</p> <p>Support 0</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p>  <p>Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough* [S], Wild Animal [T]</p> <p> DEVANU - OUTCASTS</p> <p>Cost 100</p>
<p><b>Koi'Koi</b>  <i>"Venerated by young devanu and ferals alike"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p>  <p>Combat Discipline* [C], Commander (2) [L], Coward [T], Favoured Allies (Casarii Feral) [T], Inspire [T], Outcast [T], Venerated [T]</p> <p> DEVANU - OUTCASTS</p> <p>Cost 75</p>	<p>Elite            Unique</p>



# Devanu - Tar Kisael

## Fubarnii Slave

Slave

Movement 6"

Combat 1

Support 1

Uncommitted [T], Untrained [T]

save 6+

CR 2"



DEVANU - TAR KISAEL

Cost  
5

## Jenta Enslaver

Elite  
Jenta

Movement 8"

Combat 4

Support 1

Agility [T], Ferocity [C], Leap\* (4) [A], Slaver (6) [T], Trainer (3, Slaver(2)) [T], Trainer (3 Slaves, Loyalty(Slaver)) [T]

save 5+

CR 6"

Stamina 3



DEVANU - TAR KISAEL

Cost  
50

## Tar-Kisael

Elite  
Unique

Movement 10"

Combat 6

Support 2

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

save 5+

CR 12"

Stamina 6



DEVANU - TAR KISAEL

Cost  
175

# Devanu - Tar Kisael (Military)

## Acorri Deyirn

Civilian

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



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



DEVANU - TAR KISAEL

Cost  
20

## Deyirn Light Cavalry

Troop

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



Move Rge CS Spear  
 10" 4" 3 Light Weapon



DEVANU - TAR KISAEL

Cost  
20

## Deyirn Militia

Troop

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



Defender [S]



DEVANU - TAR KISAEL

Cost  
10

## Deyirn Militia Captain

Elite

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



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



DEVANU - TAR KISAEL

Cost  
50

## Deyirn Mounted Militia Captain

Elite

Movement 10"

Combat 3

Support 2

Save 5+

CR 6"

Stamina 1



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



DEVANU - TAR KISAEL

Cost  
60

## Deyirn Mounted Reyad

Elite

Movement 10"

Combat 3

Support 1

Save 5+

CR 6"

Stamina 1

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



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



DEVANU - TAR KISAEL

Cost  
50

## Deyirn Reyad

Elite

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"

Stamina 1

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



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



DEVANU - TAR KISAEL

Cost  
40

## Deyirn Slinger

Troop

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"

Move	Rge	CS	Staff Sling
3"	18"	2	



DEVANU - TAR KISAEL

Cost  
15

# Trisate

Elite

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"

Stamina 1



Aggressive (3) [T], Charge (1) [A], Pack (1) [L], Pack Hunter [C], Pounce (3) [C], Retinue (Jenta Enslaver) [T], Savage [C], Sprint\* (4) [A]







DEVANU - TAR KISAEI

Cost  
40

*Phogu*

*Two cards per row*

# Dhogu - Core

<p><b>Dhogu Archer</b>  <i>"Snipping from the snowdrifts"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1            Captain (6) [L], Combat Trained (1) [C], Concentrated Fire* [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move Rge CS Bow            3" 9" 2 Accurate</p> <p> DHOGU - CORE</p> <p>Cost 40</p>	<p>Elite</p> <p><b>Dhogu Bow</b>  <i>"The first they'll know is the bite of our arrows"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1            Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move Rge CS Bow            3" 9" 2 Accurate</p> <p> DHOGU - CORE</p> <p>Cost 15</p> <p>Troop</p>
<p><b>Dhogu Captain</b>  <i>"We shall thrive in these difficult times"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2            Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> DHOGU - CORE</p> <p>Cost 40</p>	<p>Elite</p> <p><b>Dhogu Spear</b>  <i>"Born to the mountains"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1            Combat Trained (1) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> DHOGU - CORE</p> <p>Cost 15</p> <p>Troop</p>

## Dhogu Sprog Troop

Movement 6"

Combat 1

Support 1

Save 5+

CR 3"



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



DHOGU - CORE

Cost  
5

## Dhogu Sprog & Skerrat Troop

Movement 6"

Combat 2

Support 1

Save 5+

CR 3"



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

Move	Rge	CS	Skerrat
6"	5"	1	Bushwack, Light Weapon



DHOGU - CORE

Cost  
10

## Dhogu Sprog Gang Leader Troop

Movement 6"

Combat 1

Support 1

Save 5+

CR 3"



Beast Handler (1) [L], Evasive [C], Gang (2) [L],  
Ranger [T], Trainer (3, Gang(0)) [T]

Move	Rge	CS	Skerrat
6"	5"	1	Bushwack, Light Weapon



DHOGU - CORE

Cost  
15

## Dhogu Sprog Skerrat Rider Troop

Movement 8"

Combat 2

Support 1

Save 5+

CR 3"



Beast Handler (1) [L], Evasive [C], Gang (2) [L],  
Ranger [T], Trainer (3, Gang(0)) [T]



DHOGU - CORE

Cost  
20

### Dhogu Trapper

*"Just wait for the mountains to provide"*

Movement 6"

Combat 3


Support 1

Save 5+


CR 6"

Stamina 1

Move Rge CS Bow  
3" 9" 2 Accurate



Beast Handler (6) [L], Combat Trained (2) [C], Coordinated Strike\* [A], Pathfinder (6) [S], Ranger [T], Solo [T]

 DHOGU - CORE Cost 40

### Dhogu Warlord

*"A storm is coming, but we shall remain!"*

Movement 8"


Combat 4

Support 2


Save 4+

CR 9"

Stamina 2



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

 DHOGU - CORE Cost 125

### Domesticated Yirnak

Beast


Movement 8"

Combat 3


Support 1

Save 4+

CR 6"



Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]

 DHOGU - CORE Cost 15

### Kimut Tikaan

Elite Unique

Movement 8"


Combat 5

Support 2


Save 4+

CR 6"

Stamina 2



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

 DHOGU - CORE Cost 150



## Setir Skerrat

"Resourceful little creatures..."

Movement 10"

Combat 1

Support 1

Evasive [C], Ranger [T]

Save 6+

CR 6"



DHOGU - CORE

Cost  
15 for 2

Beast  
Troop

## Tak Sirahn

"Born to roam with the beasts of the mountains"

Movement 6"

Combat 3

Support 0

Save 4+

CR 12"

Stamina 3



Beast Handler (8) [L], Combat Trained (1) [C],  
Favoured Allies (Yartain) [T], Ranger [T], Storm  
Summoner\* [A], Terrain (2, Snowdrifts) [T]



DHOGU - CORE

Cost  
60

Elite  
Unique

## Tarku Droma

Movement 6"

Combat 3

Support 2

Captain (6) [L], Combat Discipline\* [C], Combat  
Trained (1) [C], Concentrated Fire\* [A], Ranger [T]

Save 5+

CR 9"

Stamina 1

Move	Rge	CS	Bow
3"	9"	2	Accurate



DHOGU - CORE

Cost  
50

Elite  
Unique

## Yirnak

Movement 8"

Combat 3

Support 1

Save 3+

CR 6"



Charge (1) [A], Instinctive (1, 1) [T], Powerful [C],  
Ranger [T], Very Strong [T]



DHOGU - CORE

Cost  
15

Beast

## Yirnak Captain

*"Leading the raiders from atop the shaggy yirnak"*

Movement 8"

Combat 4

Support 2

Save 4+

CR 6"

Stamina 1



Captain (6) [L], Charge (2) [A], Combat Discipline [C], Combat Trained (1) [C], Powerful Charge [T], Ranger [T]



DHOGU - CORE

Cost  
80

Elite

## Yirnak Rider

*"Foul tempered beasts and riders!"*

Movement 8"

Combat 3

Support 1

Save 4+

CR 6"



Charge (2) [A], Combat Trained (1) [C], Powerful Charge [T], Ranger [T]



DHOGU - CORE

Cost  
40

Troop

# Dhogu - Core (Beasts)

## Domesticated Martram

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



Instinctive (1, 3) [T], Obstructing [T], Unstoppable [T], Untrained [T], Vehicle (2) [T], Very Tough [S]



DHOGU - CORE

Cost  
50

*Empire*

*Two cards per row*

# Empire - Ardaug (Military)

Tanaris Zelehn  
*"The Herder Queen"*

Elite  
 Unique

Movement 8"

Combat 4

Support 1

Save 4+

CR 6"

Stamina 2







Captain (6) [L], Combat Trained (2) [C],  
 Commander (4) [L], Inspire [T]



EMPIRE - ARDAUG

Cost  
 75

# Empire - Core

<p>@trebarnii brute@ Slave <span style="float: right;">Beast Slave</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 2"</p> <p>Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C], Unruly [T], Untrained [T]</p> <p> EMPIRE - CORE <span style="float: right;">Cost 30</span></p>	<p>@trebarnii goader@ Slave <span style="float: right;">Slave</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Prod (1, 3) [A], Ranger [T], Unruly [T], Untrained [T]</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>
<p>@trebarnii howler@ Slave <span style="float: right;">Slave</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 12"</p> <p>Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Ranger [T], Rider [T], Unruly [T], Untrained [T]</p> <p>Move Rge CS Throw Stones 6" 6" 2</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>	<p>@trebarnii jenta@ Slave <span style="float: right;">Slave</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Ranger [T], Unruly [T], Untrained [T]</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>

@trebarnii warrior@ slave

Slave

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



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



EMPIRE - CORE

Cost  
10

City Watch

Troop

Movement 8"

Combat 3

Support 1

Save 4+

CR 6"



EMPIRE - CORE

Cost  
20

Exotic Pet Merchant

Civilian

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"



Slaver (4) [T], Trainer (2, Slaver(1)) [T], Trainer (2 Slavers, Loyalty(Slaver)) [T]



EMPIRE - CORE

Cost  
40

Exotic Pet Trader

Civilian

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"



Slaver (2) [T]



EMPIRE - CORE

Cost  
20

## Guard Creature

Beast

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



EMPIRE - CORE

Cost  
15

## Jaldoa

Beast

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



Instinctive (1, 2) [T], Unstoppable [T], Untrained [T], Very Tough\* [S]



EMPIRE - CORE

Cost  
40

## Mekkalook

Mechanical

*"Dangerously unstable and explosive!"*

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



Fuel [T], Gasmask [T], Loyalty (Jomdi) [T], Overdrive\* [C], Sprint\* (4) [A], Unstable (o) [T], Untrained [T], Vent\* [A]



EMPIRE - CORE

Cost  
0

## Mekkalora

Mechanical

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



Fuel [T], Gasmask [T], Overdrive\* [C], Sprint\* (4) [A], Unstable (o) [T], Untrained [T], Vent\* [A]



EMPIRE - CORE

Cost  
0



## Mounted Herder Falconer

Troop

Movement 10"

Combat 2

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

Save 5+

CR 6"



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



EMPIRE - CORE

Cost  
25

## Mounted Reyad Falconer

Elite

Movement 10"

Combat 2

Support 1 Captain (4) [L], Falconer (2) [T], Whistle [T]

Save 5+

CR 6"



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



EMPIRE - CORE

Cost  
40

## Terali Porogal

Beast

Movement 6"

Combat 5

Support 1 Instinctive (2, 2) [T], Proud [T], Unstoppable [T],  
Very Tough\* [S]

Save 3+

CR 6"

Stamina 3



EMPIRE - CORE

Cost  
60

## Toku

Beast

Movement 8"

Combat 2

Support 1

Save 5+

CR 6"



EMPIRE - CORE

Cost  
10

## Urchin Pet

Beast

Movement 10"

Combat 1

Support 1 Evasive [C]

Save 6+

CR 2"



EMPIRE - CORE

Cost  
5

## Vareen

Beast

Movement 6"

Combat 1

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

Save 6+

CR 2"



EMPIRE - CORE

Cost  
10

## Wafter

Troop

Movement 6"

Combat 2

Support 1 Fan (3, 2) [A]

Save 5+

CR 6"



EMPIRE - CORE

Cost  
15

# Empire - Core (Beasts)

## Anbor

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 2



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



EMPIRE - CORE

Cost  
50

## Ashti

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"



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



EMPIRE - CORE

Cost  
5

## Baruk

Beast

"Hardy beasts who can carry huge loads"

Movement 6"

Combat 3

Support 1

Save 3+

CR 6"



Instinctive (0, 2) [T]



EMPIRE - CORE

Cost  
20

## Batty

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 6"



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



EMPIRE - CORE

Cost  
5

## Belan

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

Beast

Movement 6"

Combat 5

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

Save 3+

CR 6"

Stamina 3



EMPIRE - CORE

Cost  
50

## Bridled Eruk

"Eruk are sturdy and reliable beasts"

Beast

Movement 10"

Combat 2

Support 0 Instinctive (0, 1) [T]

Save 4+

CR 6"



EMPIRE - CORE

Cost  
10

## Casan Zavruiin

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

Beast

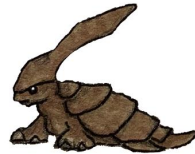
Movement 6"

Combat 1

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

Save 5+

CR 1"



EMPIRE - CORE

Cost  
5

## Chatik

Beast

Movement 6"

Combat 1

Support 1 Pack (1) [L]

Save 6+

CR 3"



EMPIRE - CORE

Cost  
5

## Chatik Jenta

Beast

Movement 6"

Combat 1

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

Save —

CR 3"



EMPIRE - CORE

Cost  
5 for 2

## Chiila

Beast

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

Movement 8"

Combat 1

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

Save —

CR 3"



EMPIRE - CORE

Cost  
5

## Critter

Beast

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

Movement 8"

Combat 1

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

Save —

CR 3"



EMPIRE - CORE

Cost  
5

## Deyak Alora

Beast

Movement 6"

Combat 1

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

Save 6+

CR 3"



EMPIRE - CORE

Cost  
5

## Dihmok

"Tolerated by the traders"

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"



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



EMPIRE - CORE

Cost  
5

## Domesticated Belan

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



Instinctive (0, 2) [T], Obstructing [T],  
Unstoppable [T], Untrained [T], Vehicle (1) [T],  
Very Tough [S]



EMPIRE - CORE

Cost  
50

## Enuk

"Enuk are sturdy and reliable beasts"

Beast

Movement 10"

Combat 2

Support 0

Save 5+

CR 6"



Instinctive (0, 1) [T]



EMPIRE - CORE

Cost  
10

## Enuk Nobilis

"Enuk are sturdy and reliable beasts"

Beast

Movement 10"

Combat 2

Support 0

Save 5+

CR 6"



Instinctive (0, 1) [T]



EMPIRE - CORE

Cost  
10

## Enuk Vulgaris

Beast

Movement 8"

Combat 1

Support 0 Instinctive (0, 1) [T]

Save 6+

CR 6"



EMPIRE - CORE

Cost  
5

## Erigan

Beast

Movement 6"

Combat 5

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

Save 3+

CR 6"

Stamina 3



EMPIRE - CORE

Cost  
50

## Graabin

Beast

Movement 6"

Combat 2

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

Save 4+

CR 6"



EMPIRE - CORE

Cost  
10

## Jalook

Beast

Movement 8"

Combat 1

Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]

Save —

CR 3"



EMPIRE - CORE

Cost  
5

# Jalook Hatchling

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"



Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]



EMPIRE - CORE

Cost  
5

# Kobruna

Beast

Movement 10"

Combat 2

Support 0

Save 5+

CR 6"



Instinctive (0, 1) [T]



EMPIRE - CORE

Cost  
10

# Naliks

Beast

Movement 6"

Combat 1

Support 0

Save 6+

CR 2"



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



EMPIRE - CORE

Cost  
10

# Olba

Beast

Movement 4"

Combat 1

Support 1

Save —

CR 3"



Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]




EMPIRE - CORE

Cost  
5




**Pagefourus**  
*"Small... and mildly annoying..."*

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




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


 EMPIRE - CORE Cost 5

**Pagefourus Rex**  
*"A vicious streak a mile wide!"*

Movement 12"  
 Combat 6  
 Support 0  
 Save 3+  
 CR 9"  
 Stamina 5

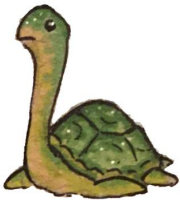


Aggressive (3) [T], Agility [T], Ambush [S], Critter (10) [L], Dodge [C], Evasive [C], Instinctive (5, 0) [T], Lunge (3) [C], Powerful [C], Proud [T], Very Tough [S], Wild Animal [T]


 EMPIRE - CORE Cost 150

**Plort**  
*"Passive-aggressive waddling annoyances"*

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




Critter (1) [L], Evasive [C], Passive [T], Swim (6) [A]


 EMPIRE - CORE Cost 5

**Polqin**  
*"Passive-aggressive waddling annoyances"*

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



Critter (1) [L], Evasive [C], Passive [T], Scatter! (Critter, 1) [C], Swim (4) [A]

 EMPIRE - CORE Cost 10 for 3

## Ratihka

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

Beast

Movement 6"

Combat 1

Support 1  
Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]

Save —

CR 3"



EMPIRE - CORE

Cost  
5

## Rugahna

Beast

Movement 6"

Combat 1

Support 1  
Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]

Save —

CR 3"



EMPIRE - CORE

Cost  
5

## Scurry

Beast

Movement 8"

Combat 1

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

Save —

CR 3"



EMPIRE - CORE

Cost  
5

## Slaimor

Beast

Movement 6"

Combat 2

Support 1  
Gasmask [T], Instinctive (0, 1) [T], Persistent [T], Safety Valve (1) [T], Vent\* [A]

Save 5+

CR 3"

Stamina 1



EMPIRE - CORE

Cost  
20

## Slaimor Jenta

Beast

Movement 8"

Combat 1

Support 1  
Gasmask [T], Persistent [T], Safety Valve (1) [T],  
Vent\* [A]

Save 6+

CR 3"

Stamina 1



EMPIRE - CORE

Cost  
15

## Toloran

Beast

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

Movement 10"

Combat 2

Support 0  
Instinctive (0, 1) [T]

Save 5+









CR 6"



















EMPIRE - CORE

Cost  
10

# Empire - Core (Civilians)

<p><b>Apprentice Rahkirii</b> <span style="float: right;">Civilian</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 0.5"</p> <p style="text-align: center;"></p> <p style="text-align: center;">Assistant [T], Bodyguard [S], Rare [T]</p> <p style="text-align: center;"> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>	<p><b>Atoran Burh</b> <span style="float: right;">Civilian Unique</span></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p style="text-align: center;"></p> <p style="text-align: center;">Beast Handler (2) [L], Confuse* [A], Swim (4) [A], Travelling Biologist (2) [T]</p> <p style="text-align: center;"> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>
<p><b>Automata</b> <span style="float: right;">Mechanical</span></p> <p><i>"Dangerously unstable and explosive!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 0"</p> <p>Stamina 3</p> <p style="text-align: center;"></p> <p style="text-align: center;">Fuel [T], Gasmask [T], Loyalty (Belomoch dre Hearne) [T], Override* [C], Sprint* (4) [A], Unstable (o) [T], Untrained [T], Vent* [A]</p> <p style="text-align: center;"> EMPIRE - CORE <span style="float: right;">Cost 0</span></p>	<p><b>Belomoch dre Hearne</b> <span style="float: right;">Civilian Unique</span></p> <p><i>"Belomoch dre Hearne, creative and dangerous..."</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p style="text-align: center;"></p> <p style="text-align: center;">Creator (2, Belomoch dre Hearne) [T], Refuel* (3) [A]</p> <p style="text-align: center;"> EMPIRE - CORE <span style="float: right;">Cost 30</span></p>

<p><b>Civilian</b> "Farmers, masons, and labourers"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Untrained [T]</p> <p>save 6+</p> <p>CR 2"</p>  <p> EMPIRE - CORE</p> <p>Cost 5</p>	<p><b>Councillor</b></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Commander (2) [L], Coward [T], Influential (3) [S]</p> <p>save 6+</p> <p>CR 3"</p>  <p> EMPIRE - CORE</p> <p>Cost 20</p>
<p><b>Danakan</b> "Inseparable from Muri"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Captain (2) [L], Commander (1) [L], Diplomat (Delgon) [T], Proud [T]</p> <p>save 6+</p> <p>CR 3"</p>  <p> EMPIRE - CORE</p> <p>Cost 20</p>	<p><b>Distinguished Rahkirii</b></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Engineer (1) [L], Contraption (1) [S], Master (2) [T], Protected (3) [T], Proud [T], Resourceful (2) [S], Venerated [T]</p> <p>save 5+</p> <p>CR 6"</p> <p>Stamina 1</p>  <p> EMPIRE - CORE</p> <p>Cost 40</p>

<p><b>Elder</b>  <i>"... now, what was I doing?"</i></p> <p>Movement 6"  Combat 1  Support 0  Save 5+  CR 2"  Stamina 2</p>  <p>Captain (4) [L], Commander (4) [L], Tactician** [S], Venerated [T]</p> <p> EMPIRE - CORE</p> <p>Cost 20</p> <p>Civilian Unique</p>	<p><b>Elder Belan Rider</b>  <i>"Ponderous travellers of Anyaral"</i></p> <p>Movement 6"  Combat 5  Support 0  Save 3+  CR 4"  Stamina 3</p>  <p>Commander (4) [L], Instinctive (0, 2) [T], Proud [T], Unstoppable [T], Venerated [T], Very Tough* [S]</p> <p> EMPIRE - CORE</p> <p>Cost 50</p> <p>Civilian</p>
<p><b>Engineer Beru</b>  <i>"If I can just fix a few minor glitches..."</i></p> <p>Movement 6"  Combat 1  Support 0  Save 5+  CR 6"</p>  <p>Move 0" Rge blast CS 4 Experimental Derak Point Blank</p> <p> EMPIRE - CORE</p> <p>Cost 30</p> <p>Civilian Unique</p>	<p><b>Fubarnii Jenta</b></p> <p>Movement 6"  Combat 1  Support 1  Save 6+  CR 2"</p>  <p>Untrained [T]</p> <p> EMPIRE - CORE</p> <p>Cost 5</p> <p>Civilian</p>

## Gil Masharl

"This particular species is most unusual!"

Civilian  
Unique

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"

Stamina 1



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



EMPIRE - CORE

Cost  
20

## Herbalist

"My what a pleasant smell!"

Civilian  
Unique

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"

Stamina 2



Aromatherapy\*\* [A], Smelling Salts [S]



EMPIRE - CORE

Cost  
35

## Jaron Kot'ya

"Gerova Councillor"

Civilian  
Unique

Movement 6"

Combat 1

Support 1

Save 6+

CR 3"



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



EMPIRE - CORE

Cost  
20

## Jomdi

Civilian  
Unique

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"

Stamina 2



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



EMPIRE - CORE

Cost  
30

**Lady Ilreya drah Telir**  
 "Coral Councillor"

Civilian  
 Unique

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



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



EMPIRE - CORE

Cost  
 20

**Lord Kaliran of the Amethyst  
 Jiara**  
 "Snipl Councillor"

Civilian  
 Unique

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



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



EMPIRE - CORE

Cost  
 20

**Martain al Griba**  
 "Purveyor of (mostly) fresh drabs"

Elite  
 Unique

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



Coward [T], Proud [T]



EMPIRE - CORE

Cost  
 -10

**Mounted Trader**  
 "Everything is available for the right price!"

Civilian

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



Beast Handler (2) [L]



EMPIRE - CORE

Cost  
 30



## Mounted Urchin

Civilian

Movement 10"

Combat 2

Support 1

Beast Handler (1) [L]

save 5+

CR 2"



EMPIRE - CORE

Cost  
10

## Muri

Civilian  
Unique

*"Inseparable from Danakan"*

Movement 6"

Combat 1

Support 0

Loyalty (Danakan) [T]

save 6+

CR 3"



EMPIRE - CORE

Cost  
0

## Mushroom Farmer

Civilian

*"Spend their days tending the noxious fungi"*

Movement 6"

Combat 1

Support 1

Gasmask [T], Untrained [T]

save 6+

CR 0"



EMPIRE - CORE

Cost  
5

## Opher il Consorda

Civilian  
Unique

Movement 6"

Combat 1

Support 1

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

save 6+

CR 3"



EMPIRE - CORE

Cost  
20

## Rahkirii Olanore

Civilian  
Unique

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"

Stamina 1



Engineer (1) [L], Commander (2) [L], Contraption (1) [S], Master (3) [T], Protected (3) [T], Proud [T], Resourceful (2) [S], Venerated [T]



EMPIRE - CORE

Cost  
50

## TarGree

Object

Movement 4"

Combat 1

Support 1

Save 6+

CR 1"



Loyalty (Noble) [T]



EMPIRE - CORE

Cost  
5

## Trader

"Everything is available for the right price!"

Civilian

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"



Beast Handler (2) [L]



EMPIRE - CORE

Cost  
20

## Trader Jenta

Civilian

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"



Beast Handler (1) [L]



EMPIRE - CORE

Cost  
15

**Trila** Beast


Movement 4"

Combat 1


Support 0

Save 6+

CR 1"



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

 EMPIRE - CORE Cost 5

**Ulsino Pel** Civilian Unique


Movement 6"

Combat 1


Support 1

Save 6+

CR 3"



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

 EMPIRE - CORE Cost 25

**Urchin** Civilian


Movement 6"

Combat 1

Support 1


Save 6+

CR 3"



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

Move	Rge	CS	Throw Stones
6"	6"	2	

 EMPIRE - CORE Cost 5

**Urchin Gang Leader** Civilian


Movement 6"

Combat 1

Support 1


Save 6+

CR 3"



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

Move	Rge	CS	Throw Stones
6"	6"	2	

 EMPIRE - CORE Cost 10

**Urson ah Crem**  
*"Assistant to Martain al Griba"*

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



Assistant [T], Untrained [T]

Civilian  
 Unique



EMPIRE - CORE

Cost  
 5

**Vorall Juice Bar**  
*"Carrying the finest juices in Gar Loren"*

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



Instinctive (1, 2) [T], Juicebar [T], Persistent [T],  
 Powerful [C], Untrained [T]

Beast



EMPIRE - CORE

Cost  
 30

**Young Gil**  
*"Making new friends wherever he goes"*

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



Beast Handler (1) [L], Travelling Biologist (1) [T]

Civilian  
 Unique



EMPIRE - CORE

Cost  
 10

**Zhontain al Griba**  
*"Distinguished entrepreneur and juice vendor"*

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



Beast Handler (2) [L], Coward [T], Proud [T]









Elite  
 Unique







EMPIRE - CORE

Cost  
 -10

# Empire - Core (Military)

<p><b>Casarii Scout</b> <span style="float: right;">Elite</span></p> <p><i>"Highly sought after across the Empire!"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Move Rge CS Longbow 3" 18" 2 Accurate, Focus*, Long Range* (6), Quick Shot*</p> <p> EMPIRE - CORE <span style="float: right;">Cost 30</span></p>		<p><b>Commander Brenar</b> <span style="float: right;">Elite Unique</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 2</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Inspire [T], Very Tough* [S]</p> <p> EMPIRE - CORE <span style="float: right;">Cost 100</span></p>	
<p><b>Displaced Engu</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Powerful [C], Sea Legs [T]</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>		<p><b>Displaced Engu Harpoon</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move Rge CS Harpoon 3" 9" 2 Accurate, Powerful</p> <p> EMPIRE - CORE <span style="float: right;">Cost 25</span></p>	

<p><b>Light Cavalry</b>  <i>"Born to the saddle!"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move Rge CS Spear  10" 4" 3 Light Weapon</p> <p> EMPIRE - CORE Cost 20</p>	<p><b>Militia</b>  <i>"The local militia are an invaluable resource!"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE Cost 10</p>
<p><b>Militia Captain</b>  <i>"In defense of our homes!"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2  Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - CORE Cost 50</p>	<p><b>Mounted Militia Captain</b>  <i>"In defense of our homes!"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 2  Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - CORE Cost 60</p>

## Mounted Reynad

*"The Reynad are unerring in their accuracy"*

Movement 10"

Combat 3

Support 1

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

Save 5+

CR 6"

Stamina 1

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



EMPIRE - CORE

Cost  
50

Elite

## Reynad

*"The Reynad are unerring in their accuracy"*

Movement 6"

Combat 3

Support 1

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

Save 5+

CR 6"

Stamina 1

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



EMPIRE - CORE

Cost  
40

Elite

## Slaimor Herder

Movement 6"

Combat 2

Support 1

Beast Handler (2) [L], Gasmask [T], Prod (1, 3) [A]

Save 5+

CR 6"



EMPIRE - CORE

Cost  
15

Troop

## Slinger

*"Drawn from the most experienced of herders"*

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"

Move	Rge	CS	Staff Sling
3"	18"	2	



EMPIRE - CORE

Cost  
15

Troop

# Empire - Engu (Beasts)

Elroga

Beast

Movement 3"

Combat 1

Support 0

Save 5+

CR 6"

Stamina 1



Good Fortune [S], Swim (9) [A], Terrain (1, Shallow Water) [T]







EMPIRE - ENGU









Cost  
15







# Empire - Engu (Civilians)

<b>Dohra Tahjin</b>		Elite Unique	<b>Engu Councillor</b>		Civilian Elite		
Movement	6"		Movement	6"			
Combat	4		Combat	4			
Support	1		Support	1			
Save	4+		Combat Discipline* [C], Combat Trained (1) [C], Commander (4) [L], Influential (1) [S], Powerful [C], Proud [T], Sea Legs [T]	Save		4+	Combat Discipline* [C], Combat Trained (1) [C], Commander (4) [L], Influential (1) [S], Powerful [C], Proud [T], Sea Legs [T]
CR	6"		CR	6"			
Stamina	1		Stamina	1			
	EMPIRE - ENGU		Cost 75			EMPIRE - ENGU	Cost 75

# Empire - Engu (Military)

<p><b>Cren Blaak</b> "The Shipbuilder"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p>  <p>Elite Unique</p> <p> EMPIRE - ENGU</p> <p>Cost 75</p>	<p><b>Engu Axe</b> "The Engu wield huge and powerful axes"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Troop</p>  <p>Powerful [C], Sea Legs [T]</p> <p> EMPIRE - ENGU</p> <p>Cost 15</p>
<p><b>Engu Draal</b> "Some Kapa will tolerate the young Draals"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Troop</p>  <p>Sea Legs [T]</p> <p> EMPIRE - ENGU</p> <p>Cost 10</p>	<p><b>Engu Garosa</b> "The most loyal of the Kapa's crew"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Elite</p>  <p>Captain (4) [L], Combat Discipline* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [T]</p> <p> EMPIRE - ENGU</p> <p>Cost 40</p>

<p><b>Engu Harpoon</b>  <i>"Hold it steady and I can skewer this beast!"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1            Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move Rge CS Harpoon            3" 9" 2 Accurate, Powerful</p> <p> EMPIRE - ENGU Cost 25</p>	<p>Troop <b>Engu Kapa</b> Elite  <i>"It was so huge it nearly swallowed our boat!"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1            Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - ENGU Cost 75</p>
<p><b>Keeva and Yukran</b></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1            Charge (1) [A], Combat Trained (2) [C], Favoured Allies (Tabela) [T], Pack (2) [L], Pack Hunter [C], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move Rge CS Sling            5" 8" 2 Accurate</p> <p> EMPIRE - ENGU Cost 30</p>	<p><b>Keeva and Yukran (Early Days)</b> Civilian Elite Unique</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1            Charge (1) [A], Combat Trained (1) [C], Solo [T], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move Rge CS Sling            5" 8" 2 Accurate</p> <p> EMPIRE - ENGU Cost 30</p>

## Tahela

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

Movement 10"

Combat 3

Support 1

Save 4+

CR 6"



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



EMPIRE - ENGU

Cost  
30

Beast

## Tahela Jenta

Beast

Movement 10"

Combat 2

Support 1

Save 5+

CR 6"











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











EMPIRE - ENGU

Cost  
15

# Empire - Knights (Military)

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

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

# Empire - Loranti (Civilians)

<p><b>Daxu</b></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 2</p> <p>save 5+</p> <p>CR 1"</p> <p>Defender [S], Loyalty (Loranti Pargal) [T]</p>  <p>Beast Unique</p> <p>EMPIRE - LORANTI</p> <p>Cost 5</p>	<p><b>Little Loranti</b></p> <p>"Budding trader extraordinaire..."</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>save 6+</p> <p>CR 2"</p> <p>Beast Handler (1) [L], Trainer (1, Retinue(Loranti Pargal)) [T]</p>  <p>Civilian Unique</p> <p>EMPIRE - LORANTI</p> <p>Cost 10</p>
<p><b>Loranti Pargal</b></p> <p>"Trader Extraordinaire!"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>save 3+</p> <p>CR 3"</p> <p>Beast Handler (2) [L], Commander (4) [L], Favoured Allies (Casarii) [T], Proud [T], Trainer (4, Retinue(Loranti Pargal)) [T]</p>  <p>Elite Unique</p> <p>EMPIRE - LORANTI</p> <p>Cost 50</p>	

# Empire - Noble

## Domesticated Golobaali

Beast

Movement 8"

Combat 3

Support 1

Save 4+

CR 9"



Instinctive (1, 1) [T], Obstructing [T], Transport (1) [A], Untrained [T], Vehicle (1) [T]



EMPIRE - NOBLE

Cost  
10



# Empire - Noble (Beasts)

## Alideku

"Extremely rare and valuable"

Movement 4"

Combat 1

Support 0 Proud [T], Unwieldy [T]

Save 6+

CR 1"



Elite  
Object  
Unique

## Hunting Garo

Beast

Movement 10"

Combat 1

Support 1 Evasive [C], Flying [T], Untrained [T]

Save —

CR 1"



EMPIRE - NOBLE

Cost  
-20



EMPIRE - NOBLE

Cost  
5

## Mounted Herder Falconer's Hunting Garo

"Expertly trained by the Moeraasii falconers"

Movement 10"

Combat 1

Support 2 Evasive [C], Flying [T], Loyalty (Mounted Herder Falconer) [T], Proud [T], Untrained [T]

Save —

CR 1"



Beast

## Mounted Reyad Falconer's Hunting Garo

"Expertly trained by the Moeraasii falconers"

Movement 10"

Combat 1

Support 2 Evasive [C], Flying [T], Loyalty (Mounted Reyad Falconer's Hunting Garo) [T], Proud [T], Untrained [T]

Save —

CR 1"



Beast



EMPIRE - NOBLE

Cost  
0



EMPIRE - NOBLE

Cost  
0

# Samine's Hunting Garo

"Expertly trained by the Moerasii falconers"

Beast

Movement 10"

Combat 1

Support 2

Save —

CR 1"



Evasive [C], Flying [T], Loyalty (Samine il Moerasii) [T], Untrained [T]










EMPIRE - NOBLE

Cost

○

# Empire - Noble (Civilians)

<p><b>Balena</b></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 9"</p> <p>Stamina 1</p>		<p>Civilian Unique</p> 	<p><b>Contessa dar Juletta</b></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p>		<p>Elite Unique</p> 	
<p>Confuse* [A], Master Beast Handler (2) [L], Transport (1) [A]</p>		<p>Beast Handler (1) [L], Commander (2) [L], Influential (2) [S], Proud [T], Travelling Biologist (2) [T]</p>				
<p> EMPIRE - NOBLE</p>		<p>Cost 25</p>	<p> EMPIRE - NOBLE</p>		<p>Cost 25</p>	
<p><b>Elakan</b></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p>		<p>Civilian Unique</p> 	<p><b>Lady Emarlai</b></p> <p>"Tiny, with an art for getting into trouble"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p>		<p>Elite Unique</p> 	
<p>Beast Handler (1) [L], Loyalty (Balena) [T], Rider [T]</p>		<p>Beast Handler (1) [L], Commander (1) [L], Coward [T], Loyalty (Contessa dar Juletta) [T], Proud [T]</p>				
<p>Move Rge CS Hunting Garo 6" 10" 2 Bushwack, Death From Above, Light Weapon</p>		<p>Cost 15</p>		<p> EMPIRE - NOBLE</p>		<p>Cost 0</p>

## Lady Kotera Jolir

Civilian  
Unique

Movement 6"

Combat 1

Support 1 Coward [T], Influential (3) [S], Untrained [T]

Save 6+

CR 3"



EMPIRE - NOBLE

Cost  
25

## Noble

Civilian

"How dare they encroach on our cities?"

Movement 6"

Combat 1

Support 0 Commander (2) [L], Coward [T], Proud [T]

Save 6+

CR 3"



EMPIRE - NOBLE

Cost  
10

## Pet Opahr

Beast

Movement 8"

Combat 2

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

Save 5+

CR 6"



EMPIRE - NOBLE

Cost  
10

## PreePree

Elite  
Object  
Unique

"Extremely rare and valuable"

Movement 4"

Combat 1

Support 0 Proud [T], Unwieldy [T]

Save 6+

CR 1"



EMPIRE - NOBLE

Cost  
-20

# Samine il Moerasii

"The falconer"

Elite  
Unique

Movement 6"

Combat 1

Support 1

Commander (4) [L], Falconer (2) [T], Proud [T]

save 6+









CR 6"









EMPIRE - NOBLE

Cost  
10

# Empire - Noble (Military)

<p><b>Guard Captain</b>  <i>"None shall lay a hand on our lord!"</i></p> <p>Movement 6"            Combat 3            Support 2            Save 5+            CR 6"            Stamina 1</p>  <p>Captain (6) [L], Charge (1) [A], Combat Discipline [C], Combat Trained (2) [C], Defensive Stance [T]</p> <p> EMPIRE - NOBLE</p> <p>Cost 50</p>	<p><b>Guard Crossbow</b>  <i>"Wielding the finest Moorsii crossbows"</i></p> <p>Movement 6"            Combat 1            Support 1            Save 5+            CR 6"</p>  <p>Move Rge CS Crossbow            1" 12" 2 Accurate, Powerful</p> <p> EMPIRE - NOBLE</p> <p>Cost 20</p>
<p><b>Imperial Standard</b>  <i>"Approved by the Emperor himself!"</i></p> <p>Movement 6"            Combat 1            Support 1            Save 5+            CR 9"</p>  <p>Persistent [T], Standard [T], Trainer (2, Retinue(Imperial Standard)) [T]</p> <p> EMPIRE - NOBLE</p> <p>Cost 20</p>	<p><b>Noble Guard</b>  <i>"The best guards that money can buy!"</i></p> <p>Movement 6"            Combat 2            Support 1            Save 5+            CR 6"</p>  <p>Charge (1) [A], Combat Trained (1) [C], Defensive Stance [T]</p> <p> EMPIRE - NOBLE</p> <p>Cost 20</p>

<p><b>Standard Bearer</b>  <i>"Proud to bear the colours of their lord!"</i></p> <p>Movement 6"  Combat 1  Support 1 Standard [T]  Save 5+  CR 9"</p>  <p> EMPIRE - NOBLE  Cost 20</p>	<p><b>Toloran Rider</b>  <i>"Only the wealthiest can afford the Toloran"</i></p> <p>Movement 10"  Combat 3  Support 1 Charge (1) [A], Combat Trained (1) [C]  Save 4+  CR 6"</p>  <p> EMPIRE - NOBLE  Cost 30</p>
<p><b>Toloran Rider Captain</b>  <i>"The Toloran make brave and noble mounts"</i></p> <p>Movement 10"  Combat 4  Support 2 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]  Save 4+  CR 6"  Stamina 2</p>  <p> EMPIRE - NOBLE  Cost 100</p>	<p>Elite</p>

# Empire - Orel (Beasts)

@preed@s @graku@

Beast

"Vicious but exceptionally loyal!"

Movement 8"

Combat 2

Support 1

save 5+

CR 3"



Loyalty (Preed) [T], Pack Hunter [C], Ranger [T]











EMPIRE - OREL

Cost

15



# Empire - Orel (Military)

<p><b>Graku</b> "Vicious but exceptionally loyal!"</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Pack Hunter [C], Ranger [T]</p> <p>save 5+</p> <p>CR 3"</p> <p></p> <p> EMPIRE - OREL</p> <p>Cost 15</p>	<p><b>Hunter</b> "Making a living hunting dangerous beasts"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em! [A], Pathfinder (4) [S], Ranger [T], Solo [T]</p> <p>save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> EMPIRE - OREL</p> <p>Cost 30</p>
<p><b>Lord of Orel</b> "The grakulan are fearsome but unpredictable!"</p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 1 Aggressive (3) [T], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Graku Master [T], Pounce (3) [C], Powerful [C]</p> <p>save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> EMPIRE - OREL</p> <p>Cost 125</p>	<p><b>Orel Knight</b> "As harsh as the lands they protect"</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]</p> <p>save 4+</p> <p>CR 3"</p> <p>Stamina 2</p> <p></p> <p> EMPIRE - OREL</p> <p>Cost 25</p>

## Orel Knight Captain

*"We shall defend these lands!"*

Elite

Movement 10"

Combat 4

Support 1

Save 4+

CR 6"

Stamina 2



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



EMPIRE - OREL

Cost  
100

## Orel Militia

*"Rarely seen without their loyal graku"*

Troop

Movement 6"

Combat 2

Support 1 Defender [S]

Save 5+

CR 6"



EMPIRE - OREL

Cost  
10

## Orel Militia Captain

*"Masters of Gubarnii and graku alike"*

Elite

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"

Stamina 1







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











EMPIRE - OREL

Cost  
45








# Empire - Riverfolk

Phoph Crevain		Elite Unique	Urchin on Coracle		Civilian	
Movement	6"		Movement	0"		
Combat	2		Combat	1		
Support	2		Support	1		
Save	5+		Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Lunge (2) [C], Sea Legs [T], Slaver (2) [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]			Beast Handler (1) [L], Cumbersome [T], Sea Legs [T], Swim (4) [A], Untrained [T]
CR	12"		Save	6+		
Stamina	2		CR	6"		
	EMPIRE - RIVERFOLK	Cost 70		EMPIRE - RIVERFOLK	Cost 10	

# Empire - Riverfolk (Beasts)

<p><b>Gorbi</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 1 <i>Loyalty (Riverfolk) [T], Swim (6) [A]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 5</span></p>	<p><b>Holdorna</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 1 <i>Loyalty (Riverfolk) [T], Swim (6) [A]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 5</span></p>
<p><b>Inirok</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 0 <i>Instinctive (0, 1) [T], Swim (10) [A]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 15</span></p>	<p><b>River Critter</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 1 <i>Loyalty (Riverfolk) [T], Swim (6) [A]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 5</span></p>

# Empire - Riverfolk (Civilians)

<p><b>Alora Handler</b> <span style="float: right;">Civilian</span></p>		<p><b>Lord Delison</b> <span style="float: right;">Civilian Unique</span></p>			
Movement	6"		Movement	6"	
Combat	1		Combat	3	
Support	1		Support	1	
Save	6+	Alora Handler (1) [L], Favoured Allies (Alora) [T], Untrained [T], Whistle [T]	Save	5+	Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Coward [T], Influential (3) [S], Proud [T], Sea Legs [T]
CR	6"		CR	6"	
			Stamina	1	
 <p>EMPIRE - RIVERFOLK</p>		<p>Cost 5</p>	 <p>EMPIRE - RIVERFOLK</p>		<p>Cost 60</p>
<p><b>Riverfolk Bolas</b> <span style="float: right;">Troop</span></p>		<p><b>Riverfolk Captain</b> <span style="float: right;">Elite</span></p>			
Movement	6"		Movement	6"	
Combat	2		Combat	3	
Support	1	Sea Legs [T]	Support	2	
Save	5+		Save	5+	Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Sea Legs [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]
CR	6"		CR	12"	
Move	Rge	CS	Bolas		
1"	9"	3	Entangle (1)		
 <p>EMPIRE - RIVERFOLK</p>		<p>Cost 15</p>	 <p>EMPIRE - RIVERFOLK</p>		<p>Cost 60</p>

### Riverfolk Crew

Troop

Movement 6"

Combat 2

Support 1 Hook (2) [S], Sea Legs [T]

Save 5+

CR 6"



EMPIRE - RIVERFOLK

Cost  
10

### Riverfolk First Mate

Elite

Movement 6"

Combat 3

Support 1 Captain (2) [L], Favoured Allies (Tabela) [T], Hook (2) [S], Pitch (2) [S], Powerful [C], Sea Legs [T], Well-Travelled [T]

Save 4+

CR 12"



EMPIRE - RIVERFOLK

Cost  
40

### Riverfolk Kyalai

Troop

Movement 6"

Combat 2

Support 1 Sea Legs [T]

Save 5+

CR 6"



Move	Rge	CS	Net
3"	3"	4	Entangle (4)



EMPIRE - RIVERFOLK

Cost  
15

# Empire - Teral

## Terali Guard

Troop

Movement 6"

Combat 2

Support 1

save 5+

CR 6"





Beast Handler (1) [L], Bodyguard [S], Combat Trained (1) [C], Initiative [S]



EMPIRE - TERAL

Cost  
15

# Empire - Teral (Beasts)

Terali Boliga		Beast	
Movement	6"		
Combat	2		
Support	1		Charge (1) [A], Defender [S], Savage [C]
Save	3+		
CR	1"		
	EMPIRE - TERAL	Cost 15	



# Empire - Teral (Civilians)

## Chancellor Danakan

Civilian  
Unique

Movement 6"

Combat 1

Support 0

Save 5+

CR 6"



Commander (2) [L], Favoured Allies (Delgon) [T],  
Influential (3) [S], Protected (2) [T], Proud [T]










EMPIRE - TERAL

Cost  
20

*Item*

*Two cards per row*

# Item

<h2>Balloon</h2>		Mechanical Object		<h2>Cart</h2>		Object	
Movement	8"			Movement	Special		
Combat	—			Combat	—		
Support	—			Support	—		
Save	4+	Erratic (3) [T], Flying [T], Flying Transport (4) [A], Fuel [T], In The Air [T], Obstructing [T], Untrained [T], Vehicle (1) [T], Very Tough* [S]		Save	4+	Fuel [T], Cumbersome [T], Sturdy [T], Untrained [T], Very Tough* [S]	
CR	—			CR	—		
Stamina	6			Stamina	1		
Move	Rge	CS	Bomb				
—	0"	3	Bombs Away!, Death From Above, Imprecise (2)				
		ITEM				ITEM	
		Cost —				Cost —	
<h2>Coracle</h2>		Boat Object		<h2>Engineer's Cottage</h2>		Object	
Movement	—			Movement	—		
Combat	—			Combat	—		
Support	—			Support	—		
Save	5+	Cumbersome [T], Swim (4) [A], Untrained [T]		Save	2+	Sturdy [T], Untrained [T], Very Tough* [S]	
CR	—			CR	—		
				Stamina	10		
		ITEM				ITEM	
		Cost —				Cost —	

## Extra-large Balloon

Mechanical  
Object

Movement 8"

Combat —

Support —

Save 4+ Erratic (5) [T], Flying [T], Flying Transport (14) [A], Fuel [T], In The Air\* [T], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough\* [S]

CR —

Stamina 10

Move Rge CS Bomb  
— 0" 3 Bombs Away!, Death From Above, Imprecise (2)



ITEM

Cost  
—



## Fan

Contrap-  
tion  
Object

Movement 0"

Combat 3

Support ?

Save ?

CR ?

Fan (3, 2) [A], Untrained [T]



ITEM

Cost  
—

## Gushrak

Contrap-  
tion  
Mechanical  
Object

Movement 3"

Combat 2

Support ?

Save ? Overdrive\* [C], Point Blank [R], Untrained [T], Wide Spray\* [R]

CR ?



ITEM

Cost  
—



## Large Balloon

Mechanical  
Object

Movement 8"

Combat —

Support —

Save 4+ Erratic (4) [T], Flying [T], Flying Transport (8) [A], Fuel [T], In The Air\* [T], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough\* [S]

CR —

Stamina 8

Move Rge CS Bomb  
— 0" 3 Bombs Away!, Death From Above, Imprecise (2)



ITEM

Cost  
—



## Large Coracle

Boat  
Object

Movement —

Combat —

Support —

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

CR —



ITEM

Cost  
—

## Light Derak

Contraption  
Mechanical  
Object

Movement 3"

Combat 3

Support ?

Save ?

CR ?

Point Blank [R], Untrained [T]



ITEM

Cost  
—

## Mechanical Sling

Contraption  
Mechanical  
Object

Movement 0"

Combat 3

Support ?

Save ?

CR ?

Powerful [C], Untrained [T]



ITEM

Cost  
—

## Net

Object

Movement 3"

Combat 2

Support ?

Save ?

CR ?

Entangle (4) [C], Fuel [T], Untrained [T]



ITEM

Cost  
—

## Net Firer

Contraption  
Object

Movement 0"  
 Combat 3  
 Support ?  
 Save ?  
 CR ?



Entangle (4) [C], Fuel [T], Untrained [T]



ITEM

Cost  
—

## Ornithomata

Contraption  
Mechanical  
Object

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



Charge (0) [A], Fuel [T], Mighty Blow [C],  
 Overdrive [C], Stamina Limit (3) [T], Untrained [T]



ITEM

Cost  
—

## Small Balloon

Contraption  
Mechanical  
Object

Movement 8"  
 Combat —  
 Support —  
 Save 4+  
 CR —  
 Stamina 4



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

Move	Rge	CS	Bomb
—	0"	3	Bombs Away!, Death From Above, Imprecise (2)



ITEM

Cost  
—

# Item (Civilians)









Barge		Boat Object	Steamboat		Boat Mechanical Object		
Movement	Special		Movement	Special			
Combat	—		Combat	—			
Support	—		Support	—			
Save	4+ Sturdy [T], Untrained [T], Very Tough* [S]		Save	4+ Sturdy [T], Untrained [T], Very Tough* [S]			
CR	—		CR	—			
Stamina	3		Stamina	3			
	ITEM	Cost	—		ITEM	Cost	—







*Kedashi*







*Two cards per row*



# Kedashi - Core

<p><b>Abrok</b> "Driven into battle by the howlers"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Pack (1) [L], Transport (1) [A], Untrained [T]</p> <p>save 5+</p> <p>CR 2"</p> <p></p> <p> KEDASHI - CORE</p> <p>Cost 15</p>	<p>Beast</p> <p><b>Abrok Hatchling</b> "Small but surprisingly vicious"</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Aggressive (3) [T], Evasive [C], Flit [C], Pack (1) [L], Untrained [T]</p> <p>save 6+</p> <p>CR 1"</p> <p></p> <p> KEDASHI - CORE</p> <p>Cost 15 for 2</p> <p>Beast</p>
<p><b>Akitiin Egg</b> "Just waiting to hatch..."</p> <p>Movement —</p> <p>Combat —</p> <p>Support —</p> <p>save 6+ Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]</p> <p>CR 2"</p> <p></p> <p> KEDASHI - CORE</p> <p>Cost 5</p>	<p>Egg Object</p> <p><b>Akitiin Hatchling</b> "Tiny terrors from the forests"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Pack (1) [L], Ranger [T]</p> <p>save 6+</p> <p>CR 1"</p> <p></p> <p> KEDASHI - CORE</p> <p>Cost 5</p> <p>Beast</p>

<p><b>Bagrun Bomb Carrier</b>  <i>"The lumbering beasts carry baskets of ishkaru bombs"</i></p> <p>Movement 6"  Combat 4  Support 0  Save 3+  CR 1"  Stamina 2</p>  <p>Bomb Carrier [T], Instinctive (1, 3) [T], Persistent [T], Untrained [T], Very Tough [S]</p>  <p>KEDASHI - CORE</p> <p>Cost 80</p>	<p><b>Frenu</b>  <i>"Thought by most to be harmless beasts"</i></p> <p>Movement 10"  Combat 1  Support 0  Save —  CR 1"</p>  <p>Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]</p>  <p>KEDASHI - CORE</p> <p>Cost 20 for 3</p>
<p><b>Grimblar (Kedashi Ally)</b>  <i>"Unfailing terror"</i></p> <p>Movement 8"  Combat 5  Support 0  Save 3+  CR 6"  Stamina 3</p>  <p>Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough [S], Wild Animal [T]</p>  <p>KEDASHI - CORE</p> <p>Cost 150</p>	<p><b>Hendreek Kelahn</b>  <i>"Short tailed cousin of the Argoran kelahn"</i></p> <p>Movement 8"  Combat 5  Support 0  Save 3+  CR 6"  Stamina 2</p>  <p>Aggressive (3) [T], Charge (2) [A], Impetuous [T], Instinctive (3, 1) [T], Pounce (3) [C], Powerful [C], Ranger [T], Very Tough [S], Wild Animal [T]</p>  <p>KEDASHI - CORE</p> <p>Cost 100</p>

<h3>Hunting Akitiin</h3> <p><i>"Loyal and aggressive protectors"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Pack (1) [L], Ranger [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p>Move Rge CS Spit Acid 6" blast 3 Point Blank, Stun</p> <p> KEDASHI - CORE Cost 20</p>	<p>Beast</p> <h3>Ishkarru Bomb</h3> <p>Object</p> <p>Movement ?</p> <p>Combat ?</p> <p>Support ?</p> <p>Save ? Bomb [S], Untrained [T]</p> <p>CR ?</p> <p></p> <p> KEDASHI - CORE Cost —</p>
<h3>Kaopi</h3> <p><i>"Soaring over the swarms of smaller frenn"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Dodge* [C], Flying [T], Manipulate Swarm (1) [A], Sacrifice [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> KEDASHI - CORE Cost 40</p>	<p>Elite</p> <h3>Kellanion Akitiin</h3> <p><i>"Giant and terrifying monstrosities"</i></p> <p>Beast</p> <p>Movement 4"</p> <p>Combat 6</p> <p>Support 0 Aggressive (3) [T], Ambush [S], Instinctive (4, 0) [T], Lunge (3) [C], Powerful [C], Untrained [T], Very Tough [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p></p> <p> KEDASHI - CORE Cost 100</p>

## Kotra

Beast

Movement 8"

Combat 1

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

Save —

CR 3"



KEDASHI - CORE

Cost  
5

## Medium Frenu Swarm

Troop

"The larger swarms become dangerous"

Movement 8"

Combat 5

Support 2 Combat Discipline\* [C], Dodge\* [C], Flying [T], Indomitable [C], Sacrifice [S], Swarm (6) [L], Untrained [T]

Save 6+

CR 3"

Stamina Special



KEDASHI - CORE

Cost  
Special

## Seldoath

Beast  
Elite

"Savage terrors from the forests"

Movement 8"

Combat 4

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

Save 4+

CR 12"

Stamina 2



KEDASHI - CORE

Cost  
60

## Small Frenu Swarm

Troop

"Small swarms of frenu can be a nuisance"

Movement 10"

Combat 3

Support 1 Combat Discipline\* [C], Dodge\* [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]

Save 6+

CR 3"


Stamina Special



KEDASHI - CORE


Cost  
20

**Sprigg** Beast




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

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


 KEDASHI - CORE Cost 20

**Tohkarri** Beast




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

Instinctive (0, 1) [T], Pack (1) [L], Transport (2) [A], Untrained [T]


 KEDASHI - CORE Cost 20

**Tohkarri Bomb Carrier** Beast  
*"Immune to the stings of the ishkarri"*




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

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


 KEDASHI - CORE Cost 30

**Trebaronii Boss** Elite  
*"They appear to have a primitive hierarchy"*



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

Beast Handler (1) [L], Captain (6) [L], Combat Discipline\* [C], Combat Trained (2) [C], Ranger [T]

 KEDASHI - CORE Cost 40

## Trebarnii BossBoss

"The greatest leaders of the trebarnii"

Elite

Movement 6"

Combat 3

Support 1

Save 5+ Beast Handler (2) [L], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Commander (2) [L], Get 'em! [A], Ranger [T]

CR 12"

Stamina 2



KEDASHI - CORE

Cost  
60

## Trebarnii Bross

"Not all brutes are stupid"

Beast  
Elite

Movement 6"

Combat 4

Support 1

Save 3+ Aggressive (3) [T], Beast Handler (3) [L], Charge (2) [A], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Savage [C], Trainer (2, Beast Handler) [T]

CR 6"



KEDASHI - CORE

Cost  
40

## Trebarnii Brute

"The huge brutes accompany their smaller kin"

Beast  
Troop

Movement 6"

Combat 4

Support 1

Save 3+ Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C]

CR 2"



KEDASHI - CORE

Cost  
30

## Trebarnii Goader

"Brave trebarnii who goad the beasts to battle"

Troop

Movement 6"

Combat 2

Support 1









Save 5+ Beast Handler (3) [L], Prod (1, 3) [A], Ranger [T]

CR 6"



KEDASHI - CORE

Cost  
15

<p><b>Trebarnii Howler</b>  <i>"Attacking in a cacophony of noise"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 12"</p> <p>Move Rge CS Throw Stones  6" 6" 2</p> <p> KEDASHI - CORE</p> <p>Troop Cost 15</p>		<p><b>Trebarnii Howler Bristleback</b>  <i>"The biggest and loudest of the howlers"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 12"</p> <p>Stamina 1</p> <p>Move Rge CS Throw Stones  6" 6" 2 Accurate</p> <p> KEDASHI - CORE</p> <p>Elite Cost 60</p>	
<p><b>Trebarnii Jenta</b>  <i>"Trebarnii are set to work from a young age"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI - CORE</p> <p>Civilian Cost 5</p>		<p><b>Trebarnii Swarmcaller</b>  <i>"At one with the deadly swarms"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina Special</p> <p> KEDASHI - CORE</p> <p>Elite Cost 30</p>	

## Trebarnii Warrior

"The trebarnii are a nuisance for travellers"

Troop

Movement 6"

Combat 2

Support 1

Beast Handler (1) [L], Ranger [T]

Save 5+

CR 6"



KEDASHI - CORE

Cost  
10

## War Sprigg

Beast

Movement 6"

Combat 4

Support 1

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

Save 4+

CR 12"

Stamina 1



KEDASHI - CORE

Cost  
45

## Young Queen

"Few kedashi queens venture from their nests"

Queen

Movement 6"

Combat 3

Support 1

Commander (4) [L], Dodge\* [C], Ranger [T], Sacrifice [S], Spawn Frenzy [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) [T]

Save 5+

CR 9"

Stamina 2



KEDASHI - CORE

Cost  
60

## Zanbee

Beast

Movement 6"

Combat 1

Support 0

Evasive [C], Flying [T], Passive [T], Untrained [T], Weak [C]

Save 5+

CR 6"

Move 0" Rge blast CS 2 Mesmerise Point Blank, Stun



KEDASHI - CORE

Cost  
10



# Kedashi - Core (Beasts)

## Naralon Wengi

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

Movement 8"

Combat 1

Support 1

Save —

CR 3"



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

Beast



KEDASHI - CORE

Cost  
5

## Orduch

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"




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



KEDASHI - CORE

Cost  
5

# Kedashi - Kiterak

<b>The Kiterak</b> <i>"The ancient queen"</i>		Queen Unique
Movement	6"	
Combat	4	
Support	1	
Save	4+	
CR	9"	
Stamina	2	
	KEDASHI - KITERAK	Cost 100

# Kedashi - Rivers

## Trebarnii Master River Hunter

Elite

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"



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



KEDASHI - RIVERS

Cost  
40

## Trebarnii River Hunter

Troop

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



Beast Handler (1) [L], Pathfinder (0) [S], Ranger [T], Swim (6) [A], Whistle [T]



KEDASHI - RIVERS

Cost  
10

*Mercenary*

*Two cards per row*

# Mercenary

## Dhoqu Veteran

"Renowned for their abilities, if not their loyalty"

Troop

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"



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



MERCENARY

Cost  
20

## Drazu Raya

"Selling his services across Gar Loren"

Troop  
Unique

Movement 6"

Combat 3

Support 1

Save 4+

CR 6"



Combat Trained (1) [C], Evasive [C], Loyalty (Ora Chey) [T], Powerful [C], Retinue (Ora Chey) [T], Solo [T]



MERCENARY

Cost  
20

## Engu Veteran

"Many misplaced Engu have become sellswords"

Troop

Movement 6"

Combat 3

Support 1

Save 4+

CR 6"



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



MERCENARY

Cost  
20

## Mechanic

Troop

Movement 6"

Combat 1

Support 0

Save 5+

CR 0.5"



Initiative [S], Tune Up [A]



MERCENARY

Cost  
15

## Ora Chey

"Coarse of language and with negotiable moral values..."

Troop  
Unique

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"



Combat Trained (2) [C], Loyalty (Drauu Raya) [T], Pathfinder (4) [S], Retinue (Drauu Raya) [T], Solo [T]

Move Rge CS Throwing Knives  
6" 6" 2 Accurate



MERCENARY

Cost  
20

## Pallirnai of Koheb

Troop

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"

Stamina 3



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



MERCENARY

Cost  
40

## Preed

Troop

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



Beast Handler (2) [L], Combat Trained (2) [C], Favoured Allies (Graku) [T], Get 'em! [A], Pathfinder (4) [S], Ranger [T], Retinue (Preed's Graku) [T], Solo [T]

Move Rge CS Crossbow  
1" 12" 2 Accurate, Powerful



MERCENARY

Cost  
50

## Shipwright

Civilian

Movement 6"

Combat 1

Support 0

Save 5+

CR 0.5"



Initiative [S], Shipwright [A]



MERCENARY

Cost  
15

# Tal Dolani Oigres

"Pallinai of Kohob"

Troop  
Unique

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"

Stamina 3



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



MERCENARY

Cost

40

*Wild Creature*

*Two cards per row*



# Wild Creature

## Ancient Grimblar

Beast  
Unique

Movement 8"  
Combat 6  
Support 0  
Save 3+  
CR 9"  
Stamina 5



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



WILD CREATURE

Cost  
200

## Annoying Garkrid

Beast

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



Evasive [C], Instinctive (0, 1) [T]



WILD CREATURE

Cost  
5

## Bagrun

Beast

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



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



WILD CREATURE

Cost  
80

## Biting Garkrid

Beast

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



Instinctive (1, 0) [T]



WILD CREATURE

Cost  
5

### Blue-tailed Fosser Kopa

Beast

Movement 8"

Combat 2

Support 1  
Critter (6) [L]

Save 5+

CR 6"



WILD CREATURE

Cost  
10

### Blue-tailed Fosser Sempa

Beast

Movement 8"

Combat 1

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

Save —

CR 3"



WILD CREATURE

Cost  
5

### Bronx Hatchling

Beast

Movement 6"

Combat 1

Support 1

Save 5+

CR 2"



WILD CREATURE

Cost  
5

### Bronx Jenta

Beast

Movement 6"

Combat 2

Support 1  
Instinctive (1, 1) [T]

Save 4+

CR 2"



WILD CREATURE

Cost  
10

## Bronx Kopa

Beast

Movement 6"

Combat 4

Support 0  
 Charge (2) [A], Instinctive (1, 2) [T], Lunge (2) [C],  
 Powerful Charge [T], Sweep [C], Transport (5) [A],  
 Unstoppable [T]

Save 2+

CR 2"



WILD CREATURE

Cost  
50

## Bronx Sempa

Beast

Movement 6"

Combat 3

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

Save 3+

CR 2"



WILD CREATURE

Cost  
30

## Enar Vareen

Beast

Movement 6"

Combat 2

Support 0  
 Aggressive (3) [T], Assassinate\* [A], Blitz (1) [C],  
 Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud  
 [T], Savage [C], Wild Animal [T]

Save 5+

CR 6"

Stamina 1



WILD CREATURE

Cost  
30

## Frenzied Grimblar

Beast

Movement 8"

Combat 5

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

Save 3+

CR 6"

Stamina 3



WILD CREATURE

Cost  
150

## Garkrid Eggstick

Egg  
Object

Movement —

Combat —

Support —

Save 4+ Heavy [T], Untrained [T]

CR 0"



WILD CREATURE

Cost  
5

## Garkrid Infestation

Beast

Movement 3"

Combat 1

Support 1 Instinctive (1, 0) [T]

Save —

CR 0"



WILD CREATURE

Cost  
5

## Golobaali

Beast

Movement 8"

Combat 3

Support 1 Instinctive (0, 2) [T], Untrained [T]

Save 4+

CR 9"



WILD CREATURE

Cost  
10

## Granok Kopa

Beast

Movement 10"

Combat 3

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

Save 4+

CR 3"



WILD CREATURE

Cost  
20

## Granok Sempa

Beast

Movement 10"

Combat 2

Support 1

Save 5+

CR 3"



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



WILD CREATURE

Cost  
10

## Grimblar

Beast

"Unfailing terror"

Movement 8"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



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



WILD CREATURE

Cost  
150

## Hadera

Beast

Movement 10"

Combat 4

Support 0

Save 3+

CR 6"

Stamina 2



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



WILD CREATURE

Cost  
40

## Jeskir

Beast

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



WILD CREATURE

Cost  
15

## Kitahii

Beast

Movement 10"

Combat 4

Support 0

Save 5+

CR 6"



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



WILD CREATURE

Cost  
30

## Martram

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



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



WILD CREATURE

Cost  
50

## Mekkrid

Beast

Movement 6"

Combat 2

Support 0

Save 5+

CR 0"



Aggressive (3) [T], Instinctive (2, 0) [T], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T]



WILD CREATURE

Cost  
20

## Ochulan Doaka

Beast

Movement 8"

Combat 2

Support 1

Save 5+

CR 6"



WILD CREATURE

Cost  
10

## Ogechla

Beast

Movement 4"

Combat 4

Support 0 Ambush [S], Mighty Blow [C], Powerful [C]

Save 4+

CR 3"



WILD CREATURE

Cost  
30

## Onsegar

Beast

Movement 10"

Combat 5

Support 1 Aggressive (3) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough\* [S]

Save 3+

CR 9"

Stamina 4



WILD CREATURE

Cost  
150

## Pynulka

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

Beast

Movement 8"

Combat 1

Support 1 Critter (1) [L], Evasive [C], Nest (5) [S], Passive [T]

Save —

CR 3"



WILD CREATURE

Cost  
5

## Quosin

Beast

Movement 8"

Combat 5

Support 1 Aggressive (3) [T], Instinctive (0, 1) [T], Lunge (2) [C], Powerful [C], Proud [T]

Save 4+

CR 6"



WILD CREATURE

Cost  
35

## Quosiin Calf

Beast

Movement 8"

Combat 2

Support 1

Instinctive (0, 1) [T], Loyalty (Quosiin) [T]

Save 5+

CR 6"



WILD CREATURE

Cost  
15

## Rakla Jenta

Beast

"Fearsome predator from the Casanii Territories"

Movement 8"

Combat 2

Support 0

Aggressive (3) [T], Instinctive (1, 0) [T], Pack (1) [L], Sprint\* (4) [A]

Save 5+

CR 2"

Stamina 1



WILD CREATURE

Cost  
15

## Rakla Kopa

Beast

"Fearsome predator from the Casanii Territories"

Movement 8"

Combat 4

Support 1

Aggressive (3) [T], Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint\* (4) [A]

Save 4+

CR 3"

Stamina 2



WILD CREATURE

Cost  
35

## Rakla Sempa

Beast

"Fearsome predator from the Casanii Territories"

Movement 8"

Combat 3

Support 1

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

Save 4+

CR 3"

Stamina 2



WILD CREATURE

Cost  
30



### River Akitiin Coil

Beast  
Body Section

Movement 0"

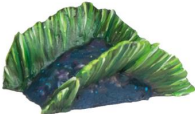
Combat 0

Support 1  
Constrict (3) [C], River Akitiin [S], Swim (9) [A], Very Tough\* [S]


Save 3+

CR 0"

Stamina Special



Cost  
0

 WILD CREATURE

### River Akitiin Head

Beast  
Body Section

*"Terrifying monstrosities from the depths"*

Movement 0"


Combat 4

Support 1  
Aggressive (6) [T], Crunch (2) [C], Instinctive (3, 0) [T], Lunge (6) [C], Powerful [C], River Akitiin [S], Swim (3) [A], Very Tough\* [S], Wild Animal [T]


Save 4+

CR 6"

Stamina 3



Cost  
150

 WILD CREATURE

### River Akitiin Tail

Beast  
Body Section

Movement 0"


Combat 3

Support 0  
Aggressive (3) [T], Instinctive (3, 0) [T], Lunge (3) [C], Pitch (6) [S], River Akitiin [S], Swim (6) [A]


Save 4+

CR 0"

Stamina Special



Cost  
0

 WILD CREATURE

### Rulynko

Beast

*"Bad-tempered river dwellers"*

Movement 4"


Combat 5

Support 0  
Aggressive (3) [T], Instinctive (3, 1) [T], Pounce (3) [C], Swim (6) [A], Untrained [T], Very Tough\* [S], Wild Animal [T]


Save 3+

CR 6"

Stamina 1



Cost  
30

 WILD CREATURE

## Ruukil Hullbover

Beast

Movement 2"

Combat 1



Support O Crunch (2) [C], Instinctive (1, O) [T], Pack (1) [L],  
Save — Pounce (3) [C], Swim (6) [A]

CR O"



WILD CREATURE

Cost  
5

## Shiny Garkrid

Beast

Movement 8"

Combat 1



Support O Evasive [C], Instinctive (O, 1) [T]

Save —

CR O"



WILD CREATURE

Cost  
5

## Shipmite

Beast

Movement 2"

Combat 1



Support O Instinctive (1, O) [T], Pounce (3) [C], Swim (6) [A],  
Save — Weak [C]

CR O"



WILD CREATURE

Cost  
5

## Skerrat Broodmother

Beast  
Elite  
Unique

Movement 8"

Combat 4



Support 1 Aggressive (3) [T], Beast Handler (4) [L], Charge (2)  
[A], Dodge\* [C], Favoured Allies (Setir Skerrat) [T],  
Save 4+ Pounce (3) [C], Powerful [C], Ranger [T], Savage  
[C], Setir Skerrat Trainer (4, Beast Handler(3)) [T]

CR 9"

Stamina 2



WILD CREATURE

Cost  
60

## Spitting Garkrid

Beast

Movement 3"

Combat 1

Support 1 Instinctive (1, 0) [T], Powerful [C]

Save —

CR 0"



Move Rge CS Spit  
0" 6" 2 Powerful



WILD CREATURE

Cost  
10

## Torala

Beast

Movement 4"

Combat 4

Support 0 Crunch (3) [C], Indomitable [C], Instinctive (0, 2) [T], Powerful [C], Swim (6) [A], Unstoppable [T], Untrained [T], Very Tough\* [S], Wild Animal [T]

Save 4+

CR 6"

Stamina 2



WILD CREATURE

Cost  
50

## Tourac

Beast

Movement 6"

Combat 1

Support 0 Squak! [S], Untrained [T]

Save 5+

CR 12"



WILD CREATURE

Cost  
10

## Tropli

Beast

Movement 10"

Combat 2

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

Save 5+

CR 6"



WILD CREATURE

Cost  
10

## Tunnelling Akitiin

Beast

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



Aggressive (3) [T], Ambush [S], Instinctive (2, 0) [T], Lunge (2) [C], Untrained [T], Wild Animal [T]



WILD CREATURE

Cost  
40

## Utakriid

Beast

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



Crunch (2) [C], Dodge\* [C], Flying [T], Grab [A], Overflight [C], Untrained [T], Very Tough\* [S]



WILD CREATURE

Cost  
50

## Utakriid (flightless)

Beast

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



Crunch (2) [C], Untrained [T], Very Tough\* [S]



WILD CREATURE

Cost  
20

## Utakriid Eggberg

Egg  
Object

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



Sturdy [T], Very Heavy [T], Untrained [T], Very Tough\* [S]



WILD CREATURE

Cost  
15

## Utakrid Eggmass (Small) Egg Object

Movement ?  
 Combat ?  
 Support ?  
 Save 4+ Heavy [T], Untrained [T], Very Tough\* [S]  
 CR ?  
 Stamina 1



WILD CREATURE

Cost  
5

## Utakrid Sempa Beast

Movement 3"  
 Combat 3  
 Support 1 Crunch (1) [C], Swim (6) [A], Untrained [T]  
 Save 5+  
 CR 9"



WILD CREATURE

Cost  
30

## Vorall Beast

Movement 6"  
 Combat 4  
 Support 0 Aggressive (3) [T], Crunch (2) [C], Instinctive (2, 2) [T], Pounce (2) [C], Powerful [C], Untrained [T], Wild Animal [T]  
 Save 2+  
 CR 2"



WILD CREATURE

Cost  
30

## Wild Sprigg Beast

Movement 6"  
 Combat 4  
 Support 1 Aggressive (3) [T], Dodge\* [C], Instinctive (0, 2) [T], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T], Untrained [T]  
 Save 4+  
 CR 12"  
 Stamina 1



WILD CREATURE

Cost  
20

## Wild Tahela Jenta

Beast

Movement 10"

Combat 2

Support 1

Save 5+

CR 6"



Charge (1) [A], Pack (0) [L], Pack Hunter [C], Swim (5) [A]



WILD CREATURE

Cost  
15

## Yartain

Beast

"Fearsome beasts of the Setir mountains"

Movement 6"

Combat 5

Support 2

Save 3+

CR 6"

Stamina 2



Blitz (3) [C], Overdrive [C], Powerful [C], Ranger [T], Very Tough [S]



WILD CREATURE

Cost  
80

## Yartain Pup

Beast

"Young, but still fearsome!"

Movement 6"

Combat 3

Support 1

Save 4+

CR 6"



Blitz (3) [C], Loyalty (Yartain) [T], Ranger [T]



WILD CREATURE

Cost  
15

## Yorali

Beast

Movement 8"

Combat 4

Support 0

Save 4+

CR 9"

Stamina 2











Aggressive (3) [T], Crunch (2) [C], Lunge (3) [C], Untrained [T], Very Tough [S], Wild Animal [T]



WILD CREATURE

Cost  
50

# Wild Creature (Beasts)

<p><i>Alora</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save —</p> <p>CR 1"</p>  <p>Alora Handler (1) [L], Evasive [C], Pack Hunter [C], Swim (8) [A]</p> <p> WILD CREATURE Cost 20 for 3</p>	<p>Beast <i>Argoran Zauruun</i> Beast</p> <p>"Small... and mildly annoying..."</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 1"</p>  <p>Dug In [T], Critter (1) [L], Evasive [C], Passive [T]</p> <p> WILD CREATURE Cost 5</p>
<p><i>Baksun</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p>  <p>Charge (2) [A], Instinctive (1, 1) [T], Powerful Charge [T], Untrained [T]</p> <p> WILD CREATURE Cost 30</p>	<p>Beast <i>Dolir</i> Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 3"</p>  <p>Critter (1) [L], Evasive [C], Passive [T]</p> <p> WILD CREATURE Cost 5</p>

## Enar Naliks

Beast

Movement 6"

Combat 2

Support 0

Save 5+

CR 6"

Stamina 1



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



WILD CREATURE

Cost  
30

## Felexin

Beast

Movement 10"

Combat 2

Support 1

Save 5+

CR 6"



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



WILD CREATURE

Cost  
20

## Fosser

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

Beast

Movement 6"

Combat 1

Support 1

Save 5+

CR 1"



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



WILD CREATURE

Cost  
5

## Gargoyle

Beast

Movement 6"

Combat 3

Support 0

Save 4+

CR 6"

Stamina 1



Camouflage [T], Flying [T], Leap\* (4) [A]



WILD CREATURE

Cost  
15



## Kentirin

Beast

Movement 8"

Combat 1

Support 1 Evasive [C]

Save 6+

CR 3"



WILD CREATURE

Cost  
5

## Kol

Beast

Movement 8"

Combat 1

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

Save —

CR 3"



WILD CREATURE

Cost  
5

## Lesser Fanged Akitiin

Beast

Movement 4"

Combat 2

Support 0 Aggressive (3) [T], Ambush [S], Evasive [C],  
Mighty Blow [C], Pounce (3) [C], Powerful [C]

Save —

CR 3"



WILD CREATURE

Cost  
20

## Marsh Lohbess

Beast

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

Movement 8"

Combat 1

Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (6)  
[A]

Save —

CR 3"



WILD CREATURE

Cost  
5

# Opahr

Beast

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



Charge (1) [A], Critter (1) [L], Evasive [C]



WILD CREATURE

Cost 10

# Quoxa

Beast

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



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



WILD CREATURE

Cost 5

# Renteli

Beast

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



Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]



WILD CREATURE

Cost 5

# Sakuu

Beast

Movement 8"  
 Combat 2  
 Support 1  
 Save 6+  
 CR 3"  
 Stamina 1



Charge (1) [A], Combat Discipline\* (1) [C], Nimble [S]



WILD CREATURE

Cost 20

## Setir Opay

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"



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



WILD CREATURE

Cost  
5

## Voracious Lesser Red Tip

Beast

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

Movement 10"

Combat 1

Support 1

Save —

CR 3"



Evasive [C], Flying [T], Untrained [T]



WILD CREATURE

Cost  
5

## Wild Flocking Garo

Beast

Movement 10"

Combat 1

Support 1

Save —

CR 1"



Evasive [C], Flying [T], Pack (1) [L], Untrained [T]



WILD CREATURE

Cost  
20 for 3

## Wild Hunting Garo

Beast

Movement 10"

Combat 1

Support 2

Save —

CR 1"



Evasive [C], Flying [T], Untrained [T]



WILD CREATURE

Cost  
5

# Wild Creature (Military)

## Grakukan

"The grakukan are fearsome but unpredictable!"

Movement 8"

Combat 4

Support 0

Save 3+

CR 6"



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

Beast



WILD CREATURE

Cost  
75

## Wild Tahela

" "

Movement 10"

Combat 3

Support 1

Save 4+

CR 6"



Charge (1) [A], Combat Trained (1) [C], Pack (2) [L], Pack Hunter [C], Swim (5) [A]

Beast



WILD CREATURE

Cost  
30

*Casarii*

*Three cards per row*

# Casarii - Alaim

## Alaim The Outcast

Enarii  
Unique

Movement 10"

Combat 5

Support ○

Save 3+

CR 6"

Stamina 4





















Blitz (2) [C], Charge (1) [A], Combat  
Trained (2) [C], Diplomat (Empire) [T],  
Powerful [C], Solo [T], Transport (1) [A],  
Unstoppable [T], Barreling Charge (1) [T],  
Very Tough [S]





CASARII - ALAIM

Cost  
150



# Casanii - Core

<p><b>Casanii Warrior</b> Troop  <i>"The mainstay of the Casanii forces"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Combat Trained (1) [C], Rider [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Movement 8" Range 4" CS 2 Throwing Spear Bushwack</p> <p></p> <p> CASANII - CORE Cost 20</p>	<p><b>Casanii Warrior Chief</b> Elite  <i>"Veterans who have survived countless hunts"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Rider [T]</p> <p>Save 5+</p> <p>CR 9"</p> <p>Stamina 2</p> <p>Movement 8" Range 4" CS 2 Throwing Spear Bushwack, Focus*</p> <p></p> <p> CASANII - CORE Cost 80</p>	<p><b>Crested Grola</b> Beast</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> CASANII - CORE Cost 15</p>
<p><b>Erillai</b> Beast</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 0 Instinctive (1, 2) [T], Leap* (4) [A], Untrained [T]</p> <p>Save 4+</p> <p>CR 2"</p> <p>Stamina 1</p> <p></p> <p> CASANII - CORE Cost 15</p>	<p><b>Erillai Rider</b> Elite Troop  <i>"Fast and deadly cavalry"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (1) [C], Leap* (4) [A], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Movement 8" Range 4" CS 2 Throwing Spear Bushwack</p> <p></p> <p> CASANII - CORE Cost 30</p>	<p><b>Hadera Rider</b> Elite Troop  <i>"Masters of the Casanii plains"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 1 Charge (2) [A], Combat Trained (1) [C], Transport (2) [A], Unstoppable [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Movement 8" Range 4" CS 2 Throwing Spear Bushwack</p> <p></p> <p> CASANII - CORE Cost 60</p>
<p><b>Mounted Shaman (Erillai)</b> Elite Unique</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Commander (2) [L], Inspire [T], Leap* (4) [A], Tactician** [S], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 3</p> <p></p> <p> CASANII - CORE Cost 60</p>	<p><b>Mounted Shaman (Hadera)</b> Elite Unique</p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 1 Charge (2) [A], Commander (2) [L], Inspire [T], Tactician** [S], Transport (2) [A], Unstoppable [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p></p> <p> CASANII - CORE Cost 90</p>	<p><b>On'Saa</b> Elite  <i>"Ensuring messages are delivered at all costs"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Agility [T], Assassinate* [A], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Ranger [T], Rider [T], Solo [T], Sprint* (4) [A]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 4</p> <p></p> <p> CASANII - CORE Cost 50</p>





<p><b>Shaman</b>  <i>"Those who walk with the spirits"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1  Commander (2) [L], Inspire [T], Rider [T],  Tactician** [S]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> CASANII - CORE Cost 40</p>	<p><b>Tracker</b>  <i>"Unerringly accurate with their bows"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1  Ranger [T], Rider [T], Solo [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move 3"    Rng 18"    CS 2    Longbow  Focus, Quick Shot</p> <p> CASANII - CORE Cost 25</p>	<p>Elite Unique</p> <p>Troop</p>
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# Casarii - Deyath







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

# Casanii - Enyath


Nobyrilan Enyath		Elite Unique	Young Nobyrilan		Elite Unique		
Movement	10"		Movement	10"			
Combat	4	<i>Charge</i> (2) [A], <i>Combat Discipline</i> * [C], <i>Combat Trained</i> (2) [C], <i>Inspire</i> [T], <i>Packmaster</i> (4) [L], <i>Trainer</i> (2, <i>Packmaster</i> (1)) [T], <i>Unstoppable</i> [T], <i>Very  Tough</i> * [S]	Combat	4	<i>Combat Trained</i> (1) [C], <i>Packmaster</i> (2) [L]		
Support	1		Support	1			
Save	3+		Save	4+			
CR	9"		CR	6"			
Stamina	2						
Move	Rq	CS	<i>Throwing Spear</i>	Move	Rq	CS	<i>Throwing Spear</i>
8"	4"	2	<i>Bushwack, Focus</i>	8"	4"	2	<i>Bushwack</i>
	CASANII - ENYATH	Cost 90		CASANII - ENYATH	Cost 50		

# Casanii - Feral

<p><b>Dompaku</b> <span style="float: right;">Beast</span></p> <p><i>"Graceful giants who accompany the ferals"</i></p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 1 Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p>  <p> CASANII - FERAL <span style="float: right;">Cost 60</span></p>	<p><b>Feral Baksun</b> <span style="float: right;">Troop</span></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Charge (2) [A], Instinctive (1, 1) [T], Pack (1) [L], Powerful Charge [T], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 3"</p>  <p> CASANII - FERAL <span style="float: right;">Cost 45</span></p>	<p><b>Feral Brave</b> <span style="float: right;">Elite Troop</span></p> <p><i>"The older ferals who rule the youngsters"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Captain (2) [L], Combat Trained (1) [C], Get 'em! [A], Rider [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina 1</p>  <p> CASANII - FERAL <span style="float: right;">Cost 30</span></p>
<p><b>Feral Brave on Rakla</b> <span style="float: right;">Elite Troop</span></p> <p><i>"The braves can barely control the huge beasts!"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Combat Trained (1) [C], Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint (4) [A], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 3"</p> <p>Stamina 2</p>  <p> CASANII - FERAL <span style="float: right;">Cost 40</span></p>	<p><b>Feral Granok Rider</b> <span style="float: right;">Troop</span></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Instinctive (0, 1) [T], Pack (1) [L], Transport (1) [A]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Move 10" Rng 8" CS 2 Sling Light Weapon</p>  <p> CASANII - FERAL <span style="float: right;">Cost 25</span></p>	<p><b>Feral Mutt</b> <span style="float: right;">Beast Troop</span></p> <p><i>"All tempered protectors for the young ferals"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Combat Trained (1) [C], Pack (0) [L]</p> <p>Save 5+</p> <p>CR 1"</p>  <p> CASANII - FERAL <span style="float: right;">Cost 15</span></p>
<p><b>Feral Sling</b> <span style="float: right;">Troop</span></p> <p><i>"Hunting their prey from afar"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Pack (1) [L], Rider [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p>Move 3" Rng 8" CS 2 Sling</p>  <p> CASANII - FERAL <span style="float: right;">Cost 10</span></p>	<p><b>Feral Warrior</b> <span style="float: right;">Troop</span></p> <p><i>"Young casanii trying to prove themselves"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Pack (1) [L], Rider [T]</p> <p>Save 6+</p> <p>CR 1"</p>  <p> CASANII - FERAL <span style="float: right;">Cost 10</span></p>	<p><b>Jakiin</b> <span style="float: right;">Troop Unique</span></p> <p><i>"The youngest of Koi'Koi's ferals"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Loyalty (Koi'Koi) [T], Pack (1) [L]</p> <p>Save 6+</p> <p>CR 2"</p>  <p> CASANII - FERAL <span style="float: right;">Cost 10</span></p>

<p><b>Lek'Saa</b>  <i>"More at home with grishak than her kin"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1            Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em! [A], Pack Hunter [C], Pathfinder (4) [S]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 1</p> <p></p> <p> CASANII - FERAL Cost 20</p>	<p style="text-align: right;">Elite Unique</p> <p><b>Lek'Saa on Grishak</b>  <i>"More at home with grishak than her kin"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>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]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> CASANII - FERAL Cost 50</p>	<p style="text-align: right;">Elite Unique</p> <p><b>Lek'Saa on Rakla</b>  <i>"More at home with grishak than her kin"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1            Aggressive (3) [T], Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em! [A], Instinctive (2, O) [T], Pack Hunter [C], Pathfinder (4) [S], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> CASANII - FERAL Cost 30</p>
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# Casanii - Steyar










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










*Three cards per row*

# Delgon - Core



<p><b>Belderak Bombard</b> <span style="float: right;">Mechanical Object</span></p> <p>Movement <i>Special</i></p> <p>Combat —</p> <p>Support — Fuel [T], Heavy [T], Sturdy [T], Untrained [T], Very Tough [S]</p> <p>Save 2+</p> <p>CR —</p> <p>Stamina 1</p> <p>Movement: 0" Range: 12-24" CS: 2 Shell Death From Above, Haphazard (4, 3), Operated (2), Powerful.</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 25</span></p>	<p><b>Delgon Mechanic</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Initiative [S], Tune Up [A]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 15</span></p>	<p><b>Delgon Sprog</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 5</span></p>
<p><b>Delgon Sprog &amp; Skerrat</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Movement: 6" Range: 5" CS: 1 Skerrat Bushwack, Light Weapon</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 10</span></p>	<p><b>Delgon Sprog Gang Leader</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Movement: 6" Range: 5" CS: 1 Skerrat Bushwack, Light Weapon</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 15</span></p>	<p><b>Delgon Sprog Skerrat Rider</b> <span style="float: right;">Troop</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 20</span></p>
<p><b>Heavy KalMalog</b> <span style="float: right;">Elite Mechanical</span></p> <p>Movement 3"</p> <p>Combat 3</p> <p>Support 1 Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 0.5"</p> <p>Stamina 6</p> <p>Movement: 0" Range: 12" CS: 2 Guns Ferocity*, Long Range* (6), Quick Shot*</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 50</span></p>	<p><b>Heavy KalMalog With Deraks</b> <span style="float: right;">Elite Mechanical</span></p> <p>Movement 3"</p> <p>Combat 3</p> <p>Support 1 Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 0.5"</p> <p>Stamina 6</p> <p>Movement: 0" Range: 12" CS: 2 Guns Long Range* (6), Overdrive*, Powerful, Shatter</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 50</span></p>	<p><b>Heavy KalMalog With Gusbraks</b> <span style="float: right;">Elite Mechanical</span></p> <p>Movement 3"</p> <p>Combat 3</p> <p>Support 1 Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 0.5"</p> <p>Stamina 6</p> <p>Movement: 0" Range: blast CS: 3 Gusbrak Focus*, Intense Spray*, Quick Shot*</p> <p> <b>DELGON - CORE</b> <span style="float: right;">Cost 50</span></p>

<p><b>KalDreman</b> "Elite but headstrong bodyguards"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 2 Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p> DELGON - CORE Cost 20</p>	<p><b>KalDromar</b> "Stealthy and reliable bodyguards"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Bodyguard [S], Defender [S], Initiative [S], Rare [T]</p> <p>Save 4+</p> <p>CR 0.5"</p> <p> DELGON - CORE Cost 15</p>	<p><b>KalDru</b> "Devastatingly effective!"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 0.5"</p> <p>Move 3" Rng blast CS 3 Light Derak Point Blank</p> <p> DELGON - CORE Cost 20</p>
<p><b>KalDruKar</b> "Unwieldy, but deadly at long range!"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 0.5"</p> <p>Stamina 3</p> <p>Move 0" Rng 12" CS 2 Derakar Long Range (4), Quick Shot</p> <p> DELGON - CORE Cost 30</p>	<p><b>KalGarkii</b> "Inexperienced but unquestioning in their loyalty"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 0.5"</p> <p> DELGON - CORE Cost 10</p>	<p><b>KalGush</b> "Feared by friends and enemies alike!"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent* [A]</p> <p>Save 5+</p> <p>CR 0"</p> <p>Stamina 3</p> <p>Move 3" Rng blast CS 2 Gushrak Focus*, Wide Spray*</p> <p> DELGON - CORE Cost 30</p>
<p><b>KalJoran</b> "Ferocious shock troopers who lead the charge"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Defensive Line [C]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p> DELGON - CORE Cost 15</p>	<p><b>KalMalog</b> "Trampling all beneath their metal hooves!"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 6</p> <p> DELGON - CORE Cost 50</p>	<p><b>KalMalog Veteran</b> "Trampling all beneath their metal hooves!"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Ferocity* [C], Fuel [T], Sprint* (4) [A], Stamina Limit (4) [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 6</p> <p> DELGON - CORE Cost 75</p>






<p><b>Mounted NuraSen</b> <span style="float: right;">Elite</span>  <i>"All must bow to the Enarii!"</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> DELGON - CORE <span style="float: right;">Cost 50</span></p>	<p><b>NuraFeljn</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Initiative [S], Smelling Salts [S]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p> DELGON - CORE <span style="float: right;">Cost 15</span></p>	<p><b>NuraKira</b> <span style="float: right;">Elite</span>  <i>"For the Gods!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (2) [L], Protected (2) [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DELGON - CORE <span style="float: right;">Cost 20</span></p>
<p><b>NuraKira Obal</b> <span style="float: right;">Elite Unique</span>  <i>"I aim only to bring peace to these lands"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (2) [L], Diplomat (Empire) [T], Protected (2) [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DELGON - CORE <span style="float: right;">Cost 30</span></p>	<p><b>NuraLehn</b> <span style="float: right;">Troop</span>  <i>"The young Acolytes lead from the front lines"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (1) [L]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DELGON - CORE <span style="float: right;">Cost 15</span></p>	<p><b>NuraSen</b> <span style="float: right;">Elite</span>  <i>"All must bow to the Enarii!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DELGON - CORE <span style="float: right;">Cost 40</span></p>
<p><b>NuraSen Gohral</b> <span style="float: right;">Elite Unique</span>  <i>"Possessed of a sharp but callous mind"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T], Tactician** [S]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> DELGON - CORE <span style="float: right;">Cost 60</span></p>	<p><b>NuraSen Plutom</b> <span style="float: right;">Elite Unique</span>  <i>"Technology is the route to victory!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T], Refuel (3) [A], Tune Up [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> DELGON - CORE <span style="float: right;">Cost 60</span></p>	<p><b>NuraTia Obal</b> <span style="float: right;">Elite Unique</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Diplomat (Empire) [T], Influential (2) [S], Protected (2) [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DELGON - CORE <span style="float: right;">Cost 60</span></p>


# Delgon - Core (Military)

<p>Delgon Standard Bearer</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 9"</p> <p> Standard [T]</p> <p> DELGON - CORE</p>	Troop		
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# Delgon - Dehnan

<p><b>Dehnan</b> "The god of the Shogun nomads"</p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 0</p> <p>Save 3+</p> <p>CR 12"</p> <p>Stamina 5</p> <p> DELGON - DEHRAN Cost 120</p>	<p><b>KalDehnan</b> "Loyal followers of Dehnan"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 0.5"</p> <p>Stamina Special</p> <p> DELGON - DEHRAN Cost 20</p>	<p><b>NuraSen Todahlin</b></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> DELGON - DEHRAN Cost 50</p>
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# Delgon - Eldeyn

<p>Eldeyn The Gardener</p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support ○ Commander (4) [L], Critical [T], Powerful [C], Unstoppable [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 12"</p> <p>Stamina 5</p>		<p>Enari Unique</p>
	<p>DELGON - ELDEYN</p>	<p>Cost 80</p>

# Delgon - Garabon

<p>NuraGan Largos</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p> DELGON - GARABON</p>	<p>Elite Unique</p> <p></p> <p>Authority (4) [L], Commander (4) [L], Protected (4) [T]</p> <p>Cost 60</p>	
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# Delgon - Roban

<p>Roban  <i>"Seething with hatred for the devanu"</i></p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 0</p> <p>Save 3+</p> <p>CR 12"</p> <p>Stamina 5</p> <p> DELGON - ROBAN</p>	<p>Enarii          Unique</p>  <p>Combat Trained (2) [C], Commander (4) [L], Critical [T], Mighty Blow [C], Powerful [C], Unstoppable [T], Very Tough [S]</p>	<p>Cost          250</p>
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*Devanu*



















*Three cards per row*















# Devanu - Arak

<p><b>Arak Katain</b>  <i>"I shall kill one of their gods!"</i></p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support ○ Agility [T], Alpha [T], Assassinate* [A],          Combat Discipline [C], Commander (4)          [L], Momentum [S], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p> DEVANU - ARAK</p>	<p>Elite          Unique</p>	<p>Cost          225</p>
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# Devanu - Core







<p><b>Devanu Eggstick</b> "Keeping their eggs safe and close"</p> <p>Movement —</p> <p>Combat —</p> <p>Support — Concealed [T], Untrained [T], Unwieldy [T]</p> <p>Save 4+</p> <p>CR 0"</p> <p></p> <p> DEVANU - CORE Cost 5</p>	<p><b>Devanu Hatchling</b> "Even the youngest of hatchlings can be deadly!"</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Agility [T], Ferocity* [C], Sibling [C]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Stamina 1</p> <p></p> <p> DEVANU - CORE Cost 20</p>	<p><b>Devanu Kopa</b> "Masters of the art of hunting and killing"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU - CORE Cost 175</p>
<p><b>Devanu Kopa Beastmaster</b> "Some Devanu never do develop a proper fondness for their kin"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Beast Handler (3) [L], Charge (2) [A], Dodge* [C], Ferocity* [C], Leap* (4) [A], Pack Hunter [C], Pack Instinct [C], Trainer (1 Wild Creature, Loyalty(Devanu Kopa Beastmaster)) [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU - CORE Cost 175</p>	<p><b>Devanu Kopa Ranger</b> "Masters of the art of hunting and killing"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU - CORE Cost 175</p>	<p><b>Devanu Kopa Ravager</b> "Masters of the art of hunting and killing"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Aggressive (3) [T], Alpha [T], Charge (1) [A], Combat Discipline* [C], Dodge* [C], Packmaster (4) [L], Pounce (3) [C], Sprint* (5) [A], Unstoppable [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU - CORE Cost 175</p>
<p><b>Devanu Kopa Warmonger</b> "Masters of the art of hunting and killing"</p> <p>Movement 8"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Packmaster (4) [L], Powerful [C], Sprint* (4) [A], Unstoppable [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU - CORE Cost 175</p>	<p><b>Devanu Matriarch</b> "Giridly protective of their young"</p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 2 Agility [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Maternal [C], Matriarch (4) [L], Sprint* (5) [A]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 4</p> <p></p> <p> DEVANU - CORE Cost 120</p>	<p><b>Devanu Sempa</b> "Following their Kopa with absolute trust"</p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 2 Agility [T], Assassinate* [A], Beast Handler (2) [L], Combat Discipline* [C], Dodge* [C], Feint* [C], Sprint* (5) [A]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 5</p> <p></p> <p> DEVANU - CORE Cost 125</p>

<p><b>Grishak</b> "Silent and deadly hunters"</p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 1 <i>Charge</i> (2) [A], <i>Pack</i> (1) [L], <i>Pack Hunter</i> [C], <i>Savage</i> [C]</p> <p>Save 4+</p> <p>CR 3"</p> <p> DEVANU - CORE Cost 25</p>	<p><b>Grishak Jenta</b> "The vicious youngsters are still dangerous!"</p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 1 <i>Pack</i> (1) [L], <i>Pack Hunter</i> [C], <i>Untrained</i> [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p> DEVANU - CORE Cost 15</p>	<p><b>Grishak Kopa</b> "Hurling and terrible beasts!"</p> <p>Movement 10"</p>  <p>Combat 3</p> <p>Support 1 <i>Charge</i> (2) [A], <i>Grishak Trainer</i> (2), <i>Pack Instinct</i> [T], <i>Pack</i> (2) [L], <i>Pack Hunter</i> [C], <i>Pack Instinct</i> [C], <i>Powerful</i> [C]</p> <p>Save 3+</p> <p>CR 6"</p> <p> DEVANU - CORE Cost 50</p>
<p><b>Jenta Handler</b> "More at home with beasts than other Devanu"</p> <p>Movement 8"</p>  <p>Combat 4</p> <p>Support 1 <i>Agility</i> [T], <i>Beast Handler</i> (2) [L], <i>Ferocity</i> [C], <i>Leap</i> (4) [A], <i>Pack Hunter</i> [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> DEVANU - CORE Cost 50</p>	<p><b>Jenta Hunter</b> "Young devanu who fight close to their siblings"</p> <p>Movement 8"</p>  <p>Combat 4</p> <p>Support 1 <i>Agility</i> [T], <i>Combat Discipline</i> [C], <i>Feint</i> [C], <i>Ferocity</i> [C], <i>Leap</i> (4) [A], <i>Rapid Strike</i> [C], <i>Sibling</i> [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> DEVANU - CORE Cost 50</p>	<p><b>Jenta Spear</b> "Hurling spears scavenged from their prey"</p> <p>Movement 8"</p>  <p>Combat 4</p> <p>Support 1 <i>Agility</i> [T], <i>Ferocity</i> [C], <i>Leap</i> (4) [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p>Move 8"    Rng 8"    CS 2    <i>Spear Focus</i>, <i>Light Weapon</i>, <i>Long Range</i> (4)</p> <p> DEVANU - CORE Cost 50</p>
<p><b>Kosok</b> "Casting a fearful shadow over their prey"</p> <p>Movement 12"</p>  <p>Combat 1</p> <p>Support 3 <i>Aggressive</i> (3) [T], <i>Charge</i> (2) [A], <i>Evasive</i> [C], <i>Flit</i> [C], <i>Flying</i> [T], <i>Solo</i> [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DEVANU - CORE Cost 25</p>		











# Devanu - Outcasts

<p><b>Alpha Outcast</b>  <i>"Desperate leaders of the young outcasts"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1            Agility [T], Alpha [T], Charge (2) [A],            Combat Discipline [C], Dodge [C],            Ferocity [C], Leap (4) [A], Outcast [T],            Packmaster (4) [L]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 4</p> <p> DEVANU - OUTCASTS Cost 75</p>	<p><i>Elite Jenta</i></p> <p><b>Kelahn</b>  <i>"Ferocious beasts that prowl the Argoran Wastes"</i></p> <p>Movement 8"</p> <p>Combat 6</p> <p>Support 0            Aggressive (3) [T], Instinctive (4, 2) [T],            Pounce (3) [C], Powerful [C], Untrained [T],            Very Tough (8) [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> DEVANU - OUTCASTS Cost 100</p>	<p><i>Beast</i></p> <p><b>Koi'Koi</b>  <i>"Venerated by young devanu and Gerals alike"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1            Combat Discipline [C], Commander (2)            [L], Coward [T], Favoured Allies (Casarii            Feral) [T], Inspire [T], Outcast [T],            Venerated [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> DEVANU - OUTCASTS Cost 75</p>	<p><i>Elite Unique</i></p> <p></p>
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# Devanu - Tar Kisael

<p><b>Fubarnii Slave</b> <span style="float: right;">slave</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 2"</p> <p style="text-align: center;"> Uncommitted [T], Untrained [T]</p> <p style="text-align: center;"> DEVANU - TAR KISAEL <span style="float: right;">Cost 5</span></p>	<p><b>Jenta Enslaver</b> <span style="float: right;">Elite Jenta</span></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p style="text-align: center;"></p> <p style="text-align: center;">Agility [T], Ferocity [C], Leap* (4) [A], Slaver (6) [T], Trainer (3, Slaver(2)) [T], Trainer (3 Slaves, Loyalty(Slaver)) [T]</p> <p style="text-align: center;"> DEVANU - TAR KISAEL <span style="float: right;">Cost 50</span></p>	<p><b>Tar-Kisael</b> <span style="float: right;">Elite Unique</span></p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 6</p> <p style="text-align: center;"></p> <p style="text-align: center;">Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]</p> <p style="text-align: center;"> DEVANU - TAR KISAEL <span style="float: right;">Cost 175</span></p>
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# Devanu - Tar Kisael (Military)










<p><b>Acorri Deyirn</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 <span style="margin-left: 20px;">Command [T], Slaver (2) [T]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 20</span></p>	<p><b>Deyirn Light Cavalry</b> <span style="float: right;">Troop</span></p>  <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 10"    Rng 4"    CS 3    Spear Light Weapon</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 20</span></p>	<p><b>Deyirn Militia</b> <span style="float: right;">Troop</span></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 <span style="margin-left: 20px;">Defender [S]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 10</span></p>
<p><b>Deyirn Militia Captain</b> <span style="float: right;">Elite</span></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 <span style="margin-left: 20px;">Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 50</span></p>	<p><b>Deyirn Mounted Militia Captain</b> <span style="float: right;">Elite</span></p>  <p>Movement 10"</p> <p>Combat 3</p> <p>Support 2 <span style="margin-left: 20px;">Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 60</span></p>	<p><b>Deyirn Mounted Reyad</b> <span style="float: right;">Elite</span></p>  <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 <span style="margin-left: 20px;">Captain (6) [L], Concentrated Fire* [A]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move 3"    Rng 18"    CS 2    Staff Sling Accurate, Quick Shot*</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 50</span></p>
<p><b>Deyirn Reyad</b> <span style="float: right;">Elite</span></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 <span style="margin-left: 20px;">Captain (6) [L], Concentrated Fire* [A]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move 3"    Rng 18"    CS 2    Staff Sling Accurate, Quick Shot*</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 40</span></p>	<p><b>Deyirn Slinger</b> <span style="float: right;">Troop</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p> <p>Move 3"    Rng 18"    CS 2    Staff Sling</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 15</span></p>	<p><b>Trisate</b> <span style="float: right;">Elite</span></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 <span style="margin-left: 20px;">Aggressive (3) [T], Charge (1) [A], Pack (1) [L], Pack Hunter [C], Pounce (3) [C], Retinue (Jenta Enslaver) [T], Savage [C], Sprint* (4) [A]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> <b>DEVANU - TAR KISAEL</b> <span style="float: right;">Cost 40</span></p>

*Dhogu*

*Three cards per row*

# Dhogu - Core

<p><b>Dhogu Archer</b> <span style="float: right;">Elite</span>  <i>"Snipping from the snowdrifts"</i></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Captain (6) [L], Combat Trained (1) [C], Concentrated Fire* [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move Rge CS Bow 3" 9" 2 Accurate</p> <p> DHOGU - CORE <span style="float: right;">Cost 40</span></p>	<p><b>Dhogu Bow</b> <span style="float: right;">Troop</span>  <i>"The first they'll know is the bite of our arrows"</i></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move Rge CS Bow 3" 9" 2 Accurate</p> <p> DHOGU - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Dhogu Captain</b> <span style="float: right;">Elite</span>  <i>"We shall thrive in these difficult times"</i></p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support 2 Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> DHOGU - CORE <span style="float: right;">Cost 40</span></p>
<p><b>Dhogu Spear</b> <span style="float: right;">Troop</span>  <i>"Born to the mountains"</i></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Combat Trained (1) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> DHOGU - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Dhogu Sprog</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> DHOGU - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Dhogu Sprog &amp; Skerrat</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Move Rge CS Skerrat 6" 5" 1 Bushwack, Light Weapon</p> <p> DHOGU - CORE <span style="float: right;">Cost 10</span></p>
<p><b>Dhogu Sprog Gang Leader</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Move Rge CS Skerrat 6" 5" 1 Bushwack, Light Weapon</p> <p> DHOGU - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Dhogu Sprog Skerrat Rider</b> <span style="float: right;">Troop</span></p> <p>Movement 8"</p>  <p>Combat 2</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> DHOGU - CORE <span style="float: right;">Cost 20</span></p>	<p><b>Dhogu Trapper</b> <span style="float: right;">Elite</span>  <i>"Just wait for the mountains to provide"</i></p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support 1 Beast Handler (6) [L], Combat Trained (2) [C], Coordinated Strike* [A], Pathfinder (6) [S], Ranger [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move Rge CS Bow 3" 9" 2 Accurate</p> <p> DHOGU - CORE <span style="float: right;">Cost 40</span></p>

<p><b>Dhogu Warlord</b> <span style="float: right;">Elite</span>  <i>"A storm is coming, but we shall remain!"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 Captain (6) [L], Charge (2) [A], Combat Discipline [C], Combat Trained (2) [C], Powerful Charge [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 9"</p> <p>Stamina 2</p> <p> DHOGU - CORE <span style="float: right;">Cost 125</span></p>	<p><b>Domesticated Yirnak</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> DHOGU - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Kimut Tikaan</b> <span style="float: right;">Elite Unique</span></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 2 Captain (6) [L], Charge (2) [A], Combat Discipline [C], Combat Trained (2) [C], Commander (4) [L], Powerful Charge [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> DHOGU - CORE <span style="float: right;">Cost 150</span></p>
<p><b>Setir Skerrat</b> <span style="float: right;">Beast Troop</span>  <i>"Resourceful little creatures..."</i></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 1 Evasive [C], Ranger [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DHOGU - CORE <span style="float: right;">Cost 15 for 2</span></p>	<p><b>Tak Sirahn</b> <span style="float: right;">Elite Unique</span>  <i>"Born to roam with the beasts of the mountains"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 0 Beast Handler (8) [L], Combat Trained (1) [C], Favoured Allies (Yartain) [T], Ranger [T], Storm Summoner [A], Terrain (2, Snowdrifts) [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 3</p> <p> DHOGU - CORE <span style="float: right;">Cost 60</span></p>	<p><b>Tarku Droma</b> <span style="float: right;">Elite Unique</span></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 Captain (6) [L], Combat Discipline [C], Combat Trained (1) [C], Concentrated Fire [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 9"</p> <p>Stamina 1</p> <p>Move 3"    Rng 9"    CS 2    Bow Accurate</p> <p> DHOGU - CORE <span style="float: right;">Cost 50</span></p>
<p><b>Yirnak</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Instinctive (1, 1) [T], Powerful [C], Ranger [T], Very Strong [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> DHOGU - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Yirnak Captain</b> <span style="float: right;">Elite</span>  <i>"Leading the raiders from atop the shaggy yirnak"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 Captain (6) [L], Charge (2) [A], Combat Discipline [C], Combat Trained (1) [C], Powerful Charge [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> DHOGU - CORE <span style="float: right;">Cost 80</span></p>	<p><b>Yirnak Rider</b> <span style="float: right;">Troop</span>  <i>"Foul tempered beasts and riders!"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Charge (2) [A], Combat Trained (1) [C], Powerful Charge [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> DHOGU - CORE <span style="float: right;">Cost 40</span></p>





# Dhogu - Core (Beasts)

<p>Domesticated Martram <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support ○ Instinctive (1, 3) [T], Obstructing [T], Unstoppable [T], Untrained [T], Vehicle (2) [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> DHOGU - CORE <span style="float: right;">Cost 50</span></p>		
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*Empire*











*Three cards per row*

# Empire - Ardaug (Military)

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

<p>@trebarnii brute@ Slave <span style="float: right;">Beast Slave</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C], Unruly [T], Untrained [T]</p> <p>Save 3+</p> <p>CR 2"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 30</span></p>	<p>@trebarnii goader@ Slave <span style="float: right;">Slave</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Prod (1, 3) [A], Ranger [T], Unruly [T], Untrained [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>	<p>@trebarnii howler@ Slave <span style="float: right;">Slave</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Aggressive (3) [T], Surefooted [T], Bomber [A], Fit [C], Ranger [T], Rider [T], Unruly [T], Untrained [T]</p> <p>Save 6+</p> <p>CR 12"</p> <p>Move 6"    Rng 6"    CS 2    Throw Stones</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>
<p>@trebarnii jenta@ Slave <span style="float: right;">Slave</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Ranger [T], Unruly [T], Untrained [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p>@trebarnii warrior@ Slave <span style="float: right;">Slave</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Ranger [T], Unruly [T], Untrained [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>	<p>City Watch <span style="float: right;">Troop</span></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>
<p>Exotic Pet Merchant <span style="float: right;">Civilian</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Slaver (4) [T], Trainer (2, Slaver(1)) [T], Trainer (2 Slavers, Loyalty(Slaver)) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 40</span></p>	<p>Exotic Pet Trader <span style="float: right;">Civilian</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Slaver (2) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>	<p>Guard Creature <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>

<p><b>Jal'ooa</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 4</p> <p>Support 1 Instinctive (1, 2) [T], Unstoppable [T], Untrained [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - CORE <span style="float: right;">Cost 40</span></p>	<p><b>Mekkalook</b> <span style="float: right;">Mechanical</span></p> <p><i>"Dangerously unstable and explosive!"</i></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Fuel [T], Gasmask [T], Loyalty (Jomdi) [T], Overdrive [C], Sprint (4) [A], Unstable (o) [T], Untrained [T], Vent [A]</p> <p>Save 6+</p> <p>CR 0"</p> <p>Stamina 3</p> <p> EMPIRE - CORE <span style="float: right;">Cost 0</span></p>	<p><b>Mekkalora</b> <span style="float: right;">Mechanical</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Fuel [T], Gasmask [T], Overdrive [C], Sprint (4) [A], Unstable (o) [T], Untrained [T], Vent [A]</p> <p>Save 6+</p> <p>CR 0"</p> <p>Stamina 3</p> <p> EMPIRE - CORE <span style="float: right;">Cost 0</span></p>
<p><b>Mounted Herder Falconer</b> <span style="float: right;">Troop</span></p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 1 Falconer (1) [T], Whistle [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 10" Rng 10" CS 2 Hunting Garo Bushwack, Death From Above, Light Weapon</p> <p> EMPIRE - CORE <span style="float: right;">Cost 25</span></p>	<p><b>Mounted Reynard Falconer</b> <span style="float: right;">Elite</span></p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 1 Captain (4) [L], Falconer (2) [T], Whistle [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 10" Rng 10" CS 2 Hunting Garo Bushwack, Death From Above, Light Weapon</p> <p> EMPIRE - CORE <span style="float: right;">Cost 40</span></p>	<p><b>Terali Porogal</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 5</p> <p>Support 1 Instinctive (2, 2) [T], Proud [T], Unstoppable [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> EMPIRE - CORE <span style="float: right;">Cost 60</span></p>
<p><b>Toku</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>	<p><b>Urchin Pet</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p>  <p>Combat 1</p> <p>Support 1 Evasive [C]</p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Vareen</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 0 Instinctive (o, 1) [T], Pack (o) [L], Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>

Wafer

Troop

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"


















Fan (3, 2) [A]












EMPIRE - CORE



















Cost  
15








# Empire - Core (Beasts)

<p><b>Anbor</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 5</p> <p>Support 0 Instinctive (1, 3) [T], Swim (4) [A], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - CORE <span style="float: right;">Cost 50</span></p>	<p><b>Asyti</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Baruk</b> <span style="float: right;">Beast</span></p> <p><i>"Hardy beasts who can carry huge loads"</i></p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support 1 Instinctive (0, 2) [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>
<p><b>Batty</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Flying [T], Passive [T]</p> <p>Save —</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Belan</b> <span style="float: right;">Beast</span></p> <p><i>"...couldn't turn a profit without my belan..."</i></p> <p>Movement 6"</p>  <p>Combat 5</p> <p>Support 0 Instinctive (1, 3) [T], Unstoppable [T], Untrained [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> EMPIRE - CORE <span style="float: right;">Cost 50</span></p>	<p><b>Bridled Emuk</b> <span style="float: right;">Beast</span></p> <p><i>"Emuk are sturdy and reliable beasts"</i></p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 0 Instinctive (0, 1) [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>
<p><b>Casan Zavrurun</b> <span style="float: right;">Beast</span></p> <p><i>"Small... and mildly annoying..."</i></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Dug In [T], Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Chatik</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Pack (1) [L]</p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Chatik Jenta</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Evasive [C], Pack (1) [L]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5 for 2</span></p>



















<p><b>Chiila</b> <span style="float: right;">Beast</span>  <i>"Small... and mildly annoying..."</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 5 EMPIRE - CORE</p>	<p><b>Critter</b> <span style="float: right;">Beast</span>  <i>"Small... and mildly annoying..."</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 5 EMPIRE - CORE</p>	<p><b>Deyak Alora</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Aquatic [T], Swim (6) [A]</p> <p>Save 6+</p> <p>CR 3"</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 5 EMPIRE - CORE</p>
<p><b>Dihmok</b> <span style="float: right;">Beast</span>  <i>"Tolerated by the traders"</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 5 EMPIRE - CORE</p>	<p><b>Domesticated Belan</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Instinctive (0, 2) [T], Obstructing [T], Unstoppable [T], Untrained [T], Vehicle (1) [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 50 EMPIRE - CORE</p>	<p><b>Eruk</b> <span style="float: right;">Beast</span>  <i>"Eruk are sturdy and reliable beasts"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 0 Instinctive (0, 1) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 10 EMPIRE - CORE</p>
<p><b>Eruk Nobilis</b> <span style="float: right;">Beast</span>  <i>"Eruk are sturdy and reliable beasts"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 0 Instinctive (0, 1) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 10 EMPIRE - CORE</p>	<p><b>Eruk Vulgaris</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 0 Instinctive (0, 1) [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 5 EMPIRE - CORE</p>	<p><b>Erigan</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Instinctive (1, 3) [T], Unstoppable [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p style="text-align: center;"></p> <p style="text-align: right;">Cost 50 EMPIRE - CORE</p>






























<p><b>Graabin</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Instinctive (O, I) [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>	<p><b>Jalook</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support 1 Critter (I) [L], Evasive [C], Passive [T], Swim (8) [A]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Jalook Hatchling</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support 1 Critter (I) [L], Evasive [C], Passive [T], Swim (8) [A]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>
<p><b>Kobruna</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 0 Instinctive (O, I) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>	<p><b>Naliks</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 0 Instinctive (O, I) [T], Pack (O) [L], Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>	<p><b>Olba</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p>  <p>Combat 1</p> <p>Support 1 Critter (I) [L], Evasive [C], Passive [T], Swim (8) [A]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>
<p><b>Pagefourus</b> <span style="float: right;">Beast</span> "Small... and mildly annoying..."</p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support 1 Critter (I) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Pagefourus Rex</b> <span style="float: right;">Beast</span> "A vicious streak a mile wide!"</p> <p>Movement 12"</p>  <p>Combat 6</p> <p>Support 0 Aggressive (3) [T], Agility [T], Ambush [S], Critter (10) [L], Dodge [C], Evasive [C], Instinctive (5, 0) [T], Lunge (3) [C], Powerful [C], Proud [T], Very Tough [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 9"</p> <p>Stamina 5</p> <p> EMPIRE - CORE <span style="float: right;">Cost 150</span></p>	<p><b>Plot</b> <span style="float: right;">Beast</span></p> <p>Movement 3"</p>  <p>Combat 1</p> <p>Support 1 Critter (I) [L], Evasive [C], Passive [T], Swim (6) [A]</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>














<p><b>Polqin</b> <span style="float: right;">Beast</span>  <i>"Passive-aggressive maddling annoyances"</i></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support ○ Critter (1) [L], Evasive [C], Passive [T], Scatter! (Critter, 1) [C], Swim (4) [A]</p> <p>Save —</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10 for 3</span></p>	<p><b>Ratihka</b> <span style="float: right;">Beast</span>  <i>"Small... and mildly annoying..."</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Rugahna</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>
<p><b>Scurry</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T], Ranger [T]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Slaimor</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Gasmask [T], Instinctive (0, 1) [T], Persistent [T], Safety Valve (1) [T], Vent* [A]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Stamina 1</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>	<p><b>Slaimor Jenta</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Gasmask [T], Persistent [T], Safety Valve (1) [T], Vent* [A]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina 1</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>
<p><b>Toloran</b> <span style="float: right;">Beast</span>  <i>"A popular choice for the most renowned stables of Gar Loren"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support ○ Instinctive (0, 1) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>		

# Empire - Core (Civilians)



















<p><b>Apprentice Rahkiri</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Assistant [T], Bodyguard [S], Rare [T]</span></p> <p>Save 5+</p> <p>CR 0.5"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>	<p><b>Atoran Burh</b> <span style="float: right;">Civilian Unique</span></p>  <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Beast Handler (2) [L], Confuse* [A], Swim (4) [A], Travelling Biologist (2) [T]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>	<p><b>Automata</b> <span style="float: right;">Mechanical</span></p> <p><i>"Dangerously unstable and explosive!"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Fuel [T], Gasmask [T], Loyalty (Belomoch dre Hearne) [T], Overdrive* [C], Sprint* (4) [A], Unstable (o) [T], Untrained [T], Vent* [A]</span></p> <p>Save 6+</p> <p>CR 0"</p> <p>Stamina 3</p> <p> EMPIRE - CORE <span style="float: right;">Cost 0</span></p>
<p><b>Belomoch dre Hearne</b> <span style="float: right;">Civilian Unique</span></p> <p><i>"Belomoch dre Hearne, creative and dangerous..."</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Creator (2, Belomoch dre Hearne) [T], Refuel* (3) [A]</span></p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - CORE <span style="float: right;">Cost 30</span></p>	<p><b>Civilian</b> <span style="float: right;">Civilian</span></p> <p><i>"Farmers, masons, and labourers"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Untrained [T]</span></p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Councillor</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Commander (2) [L], Coward [T], Influential (3) [S]</span></p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>
<p><b>Danakan</b> <span style="float: right;">Civilian Unique</span></p> <p><i>"Inseparable from Muri"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Captain (2) [L], Commander (1) [L], Diplomat (Delgon) [T], Proud [T]</span></p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>	<p><b>Distinguished Rahkiri</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Engineer (1) [L], Contraption (1) [S], Master (2) [T], Protected (3) [T], Proud [T], Resourceful* (2) [S], Venerated [T]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - CORE <span style="float: right;">Cost 40</span></p>	<p><b>Elder</b> <span style="float: right;">Civilian Unique</span></p> <p><i>"... now, what was I doing?"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Captain (4) [L], Commander (4) [L], Tactician** [S], Venerated [T]</span></p> <p>Save 5+</p> <p>CR 2"</p> <p>Stamina 2</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>







<p><b>Elder Belan Rider</b> "Ponderous travellers of Anyaral"</p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Commander (4) [L], Instinctive (0, 2) [T], Proud [T], Unstoppable [T], Venerated [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 4"</p> <p>Stamina 3</p> <p></p> <p> EMPIRE - CORE Cost 50</p>	<p><b>Engineer Beru</b> "If I can just fix a few minor glitches..."</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 0" Roe blast CS 4 Experimental Derak Point Blank</p> <p></p> <p> EMPIRE - CORE Cost 30</p>	<p><b>Fubarnii Jenta</b></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p></p> <p> EMPIRE - CORE Cost 5</p>
<p><b>Gil Masharl</b> "This particular species is most unusual!"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Beast Handler (2) [L], Confuse [A], Travelling Biologist (2) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p></p> <p> EMPIRE - CORE Cost 20</p>	<p><b>Herbalist</b> "My what a pleasant smell!"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Aromatherapy [A], Smelling Salts [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> EMPIRE - CORE Cost 35</p>	<p><b>Jaron Kotya</b> "Gerous Councillor"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Coward [T], Influential (3) [S], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p></p> <p> EMPIRE - CORE Cost 20</p>
<p><b>Jomdi</b></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Creator (2, Jomdi) [T], Refuel (3) [A]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> EMPIRE - CORE Cost 30</p>	<p><b>Lady Ilreya drab Telir</b> "Derak Councillor"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Coward [T], Influential (3) [S], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p></p> <p> EMPIRE - CORE Cost 20</p>	<p><b>Lord Kaliran of the Amethyst Jiara</b> "Empel Councillor"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Coward [T], Influential (3) [S], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p></p> <p> EMPIRE - CORE Cost 20</p>

<p><b>Martain al Griba</b>  <i>"Purveyor of (mostly) fresh droba"</i></p>  <p>Movement 6"  Combat 1  Support O Coward [T], Proud [T]  Save 5+  CR 6"</p> <p>Elite Unique  Cost -10</p> <p>EMPIRE - CORE</p>	<p><b>Mounted Trader</b>  <i>"Everything is available for the right price!"</i></p>  <p>Movement 10"  Combat 1  Support O Beast Handler (2) [L]  Save 5+  CR 6"</p> <p>Civilian  Cost 30</p> <p>EMPIRE - CORE</p>	<p><b>Mounted Urchin</b></p>  <p>Movement 10"  Combat 2  Support 1 Beast Handler (1) [L]  Save 5+  CR 2"</p> <p>Civilian  Cost 10</p> <p>EMPIRE - CORE</p>
<p><b>Muri</b>  <i>"Inseparable from Danakan"</i></p>  <p>Movement 6"  Combat 1  Support O Loyalty (Danakan) [T]  Save 6+  CR 3"</p> <p>Civilian Unique  Cost 0</p> <p>EMPIRE - CORE</p>	<p><b>Mushroom Farmer</b>  <i>"Spend their days tending the noxious fungi"</i></p>  <p>Movement 6"  Combat 1  Support 1 Gasmask [T], Untrained [T]  Save 6+  CR 0"</p> <p>Civilian  Cost 5</p> <p>EMPIRE - CORE</p>	<p><b>Opsher il Consorda</b></p>  <p>Movement 6"  Combat 1  Support 1 Coward [T], Influential (3) [S], Untrained [T]  Save 6+  CR 3"</p> <p>Civilian Unique  Cost 20</p> <p>EMPIRE - CORE</p>
<p><b>Rahkirii Olanore</b></p>  <p>Movement 6"  Combat 1  Support O Engineer (1) [L], Commander (2) [L], Contraption (1) [S], Master (3) [T], Protected (3) [T], Proud [T], Resourceful (2) [S], Venerated [T]  Save 5+  CR 6"  Stamina 1</p> <p>Civilian Unique  Cost 50</p> <p>EMPIRE - CORE</p>	<p><b>TarGree</b></p>  <p>Movement 4"  Combat 1  Support 1 Loyalty (Noble) [T]  Save 6+  CR 1"</p> <p>Object  Cost 5</p> <p>EMPIRE - CORE</p>	<p><b>Trader</b>  <i>"Everything is available for the right price!"</i></p>  <p>Movement 6"  Combat 1  Support O Beast Handler (2) [L]  Save 5+  CR 6"</p> <p>Civilian  Cost 20</p> <p>EMPIRE - CORE</p>

<p><b>Trader Jenta</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Beast Handler (1) [L]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 15</span> </p>	<p><b>Trila</b> <span style="float: right;">Beast</span></p>  <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Critter (1) [L], Evasive [C], Passive [T]</span></p> <p>Save 6+</p> <p>CR 1"</p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 5</span> </p>	<p><b>Ulsino Pel</b> <span style="float: right;">Civilian Unique</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Coward [T], Influential (3) [S], Untrained [T]</span></p> <p>Save 6+</p> <p>CR 3"</p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 25</span> </p>
<p><b>Urchin</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Beast Handler (1) [L], Evasive [C]</span></p> <p>Save 6+</p> <p>CR 3"</p> <p style="margin-top: 20px;">       Move 6"    Rage 6"    CS 2    Throw Stones     </p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 5</span> </p>	<p><b>Urchin Gang Leader</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Beast Handler (1) [L], Evasive [C], Gang (2) [L], Trainer (3, Gang(1)) [T]</span></p> <p>Save 6+</p> <p>CR 3"</p> <p style="margin-top: 20px;">       Move 6"    Rage 6"    CS 2    Throw Stones     </p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 10</span> </p>	<p><b>Urson al Crem</b> <span style="float: right;">Civilian Unique</span></p> <p><i>"Assistant to Martain al Griba"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Assistant [T], Untrained [T]</span></p> <p>Save 6+</p> <p>CR 2"</p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 5</span> </p>
<p><b>Vorall Juice Bar</b> <span style="float: right;">Beast</span></p> <p><i>"Carrying the finest juices in Gar Loren"</i></p>  <p>Movement 6"</p> <p>Combat 4</p> <p>Support 0 <span style="margin-left: 20px;">Instinctive (1, 2) [T], Juicebar [T], Persistent [T], Powerful [C], Untrained [T]</span></p> <p>Save 2+</p> <p>CR 2"</p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 30</span> </p>	<p><b>Young Gil</b> <span style="float: right;">Civilian Unique</span></p> <p><i>"Making new friends wherever he goes"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Beast Handler (1) [L], Travelling Biologist (1) [T]</span></p> <p>Save 6+</p> <p>CR 2"</p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost 10</span> </p>	<p><b>Zhontain al Griba</b> <span style="float: right;">Elite Unique</span></p> <p><i>"Distinguished entrepreneur and juice vendor"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <span style="margin-left: 20px;">Beast Handler (2) [L], Coward [T], Proud [T]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p style="text-align: right;">  EMPIRE - CORE <span style="margin-left: 100px;">Cost -10</span> </p>



# Empire - Core (Military)

<p><b>Casianii Scout</b> <span style="float: right;">Elite</span>  <i>"Highly sought after across the Empire!"</i></p> <p>Movement 6"</p> <p>Combat 3 </p> <p>Support 1 Beast Handler (2) [L], Ranger [T], Solo [T], Sprint* (4) [A]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Move Rng CS Longbow  3" 18" 2 Accurate, Focus, Long Range* (6), Quick Shot*</p> <p> EMPIRE - CORE <span style="float: right;">Cost 30</span></p>	<p><b>Commander Brenar</b> <span style="float: right;">Elite Unique</span></p> <p>Movement 6" </p> <p>Combat 4</p> <p>Support 2 Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Inspire [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - CORE <span style="float: right;">Cost 100</span></p>	<p><b>Displaced Engu</b> <span style="float: right;">Troop</span></p> <p>Movement 6" </p> <p>Combat 2</p> <p>Support 1 Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>
<p><b>Displaced Engu Harpoon</b> <span style="float: right;">Troop</span></p> <p>Movement 6" </p> <p>Combat 2</p> <p>Support 1 Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move Rng CS Harpoon  3" 9" 2 Accurate, Powerful</p> <p> EMPIRE - CORE <span style="float: right;">Cost 25</span></p>	<p><b>Light Cavalry</b> <span style="float: right;">Troop</span>  <i>"Born to the saddle!"</i></p> <p>Movement 10"</p> <p>Combat 3 </p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move Rng CS Spear  10" 4" 3 Light Weapon</p> <p> EMPIRE - CORE <span style="float: right;">Cost 20</span></p>	<p><b>Militia</b> <span style="float: right;">Troop</span>  <i>"The local militia are an invaluable resource!"</i></p> <p>Movement 6" </p> <p>Combat 2</p> <p>Support 1 Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 10</span></p>
<p><b>Militia Captain</b> <span style="float: right;">Elite</span>  <i>"In defense of our homes!"</i></p> <p>Movement 6" </p> <p>Combat 3</p> <p>Support 2 Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - CORE <span style="float: right;">Cost 50</span></p>	<p><b>Mounted Militia Captain</b> <span style="float: right;">Elite</span>  <i>"In defense of our homes!"</i></p> <p>Movement 10" </p> <p>Combat 3</p> <p>Support 2 Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - CORE <span style="float: right;">Cost 60</span></p>	<p><b>Mounted Reynad</b> <span style="float: right;">Elite</span>  <i>"The Reynad are unwavering in their accuracy."</i></p> <p>Movement 10" </p> <p>Combat 3</p> <p>Support 1 Captain (6) [L], Concentrated Fire* [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move Rng CS Staff Sling  3" 18" 2 Accurate, Quick Shot*</p> <p> EMPIRE - CORE <span style="float: right;">Cost 50</span></p>





<p><b>Reynad</b> <span style="float: right;">Elite</span></p> <p><i>"The Reynad are unwavering in their accuracy"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1  Captain (6) [L], Concentrated Fire* [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move 3"    Rge 18"    CS 2    Staff Sling Accurate, Quick Shot</p> <p> EMPIRE - CORE <span style="float: right;">Cost 40</span></p>	<p><b>Slaimor Herder</b> <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1  Beast Handler (2) [L], Gasmask [T], Prod (1, 3) [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Slinger</b> <span style="float: right;">Troop</span></p> <p><i>"Drawn from the most experienced of herders"</i></p> <p>Movement 6"</p> <p>Combat 1 </p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p> <p>Move 3"    Rge 18"    CS 2    Staff Sling</p> <p> EMPIRE - CORE <span style="float: right;">Cost 15</span></p>
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# Empire - Engu (Beasts)





<p>Elroga</p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support ○ Good Fortune [S], Swim (g) [A], Terrain (t, Shallow Water) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - ENGU</p>	<p>Beast</p> <p></p> <p>Cost 15</p>	
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# Empire - Engu (Civilians)

















<p><b>Dobra Tahjin</b></p> <p>Elite Unique</p>  <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Combat Discipline [C], Combat Trained (i) [C], Commander (4) [L], Influential (i) [S], Powerful [C], Proud [T], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - ENGU Cost 75</p>	<p><b>Engu Councillor</b></p> <p>Civilian Elite</p>  <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Combat Discipline [C], Combat Trained (i) [C], Commander (4) [L], Influential (i) [S], Powerful [C], Proud [T], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - ENGU Cost 75</p>	
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# Empire - Engu (Military)







<p><b>Cren Blaak</b> "The Shipbuilder"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Influential (1) [S], Inspire [T], Powerful [C], Sea Legs [T], Shipwright [A], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - ENGU <span style="float: right;">Cost 75</span></p>	<p><b>Engu Axe</b> "The Engu wield huge and powerful axes"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - ENGU <span style="float: right;">Cost 15</span></p>	<p><b>Engu Draal</b> "Some Kapa will tolerate the young Draals"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - ENGU <span style="float: right;">Cost 10</span></p>
<p><b>Engu Garosa</b> "The most loyal of the Kapa's crew"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Captain (4) [L], Combat Discipline* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - ENGU <span style="float: right;">Cost 40</span></p>	<p><b>Engu Harpoon</b> "Hold it steady and I can skewer this beast!"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move 3"    Rng 9"    CS 2    Harpoon Accurate, Powerful</p> <p> EMPIRE - ENGU <span style="float: right;">Cost 25</span></p>	<p><b>Engu Kapa</b> "It was so huge it nearly swallowed our boat!"</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - ENGU <span style="float: right;">Cost 75</span></p>

<p><b>Keeva and Yukran</b></p> <p>Elite Unique</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 <i>Charge (1) [A], Combat Trained (2) [C], Favoured Allies (Tabela) [T], Pack (2) [L], Pack Hunter [C], Swim (5) [A]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p>Move 5" Range 8" CS 2 Skill Accurate</p> <p> EMPIRE - ENGU Cost 30</p>	<p><b>Keeva and Yukran (Early Days)</b></p> <p>Civilian Elite Unique</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 <i>Charge (1) [A], Combat Trained (1) [C], Solo [T], Swim (5) [A]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p>Move 5" Range 8" CS 2 Skill Accurate</p> <p> EMPIRE - ENGU Cost 30</p>	<p><b>Tabela</b></p> <p>Beast</p> <p><i>"No beast is as loyal as a Tabela to its master"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 <i>Charge (1) [A], Combat Trained (1) [C], Loyalty (Elite) [T], Swim (5) [A]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - ENGU Cost 30</p>
<p><b>Tabela Jenta</b></p> <p>Beast</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 <i>Charge (1) [A], Loyalty (Elite) [T], Swim (5) [A]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - ENGU Cost 15</p>		

# Empire - Knights (Military)

<p><b>Captain Danomar</b> <span style="float: right;">Elite Unique</span></p> <p><i>"I cannot stand by and watch the slaughter!"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 <i>Assassinate</i> [A], <i>Captain</i> (8) [L], <i>Charge</i> (1) [A], <i>Combat Discipline</i> [C], <i>Combat Trained</i> (2) [C], <i>Momentum</i> [S], <i>Powerful Charge</i> [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 150</span></p> 	<p><b>Captain of Relan</b> <span style="float: right;">Elite</span></p> <p><i>"The bravest Defenders of the North!"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 <i>Assassinate</i> [A], <i>Captain</i> (8) [L], <i>Charge</i> (1) [A], <i>Combat Discipline</i> [C], <i>Combat Trained</i> (2) [C], <i>Powerful Charge</i> [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 100</span></p> 	<p><b>Knight</b> <span style="float: right;">Troop</span></p> <p><i>"Mounted atop the sturdy onk"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 <i>Combat Trained</i> (2) [C]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 25</span></p> 
<p><b>Knight Captain</b> <span style="float: right;">Elite</span></p> <p><i>"Stalwart defenders against the devanu"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 2 <i>Captain</i> (8) [L], <i>Combat Discipline</i> [C], <i>Combat Trained</i> (2) [C], <i>Coordinated Strike</i> [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 100</span></p> 	<p><b>Knight Commander</b> <span style="float: right;">Elite</span></p> <p><i>"The most heroic of the Emperor's knights"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 2 <i>Captain</i> (8) [L], <i>Combat Discipline</i> [C], <i>Combat Trained</i> (2) [C], <i>Commander</i> (4) [L], <i>Coordinated Strike</i> [A], <i>Inspire</i> [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 125</span></p> 	<p><b>Knight of Relan</b> <span style="float: right;">Troop</span></p> <p><i>"Riding the noblest of all onk breeds"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 <i>Charge</i> (1) [A], <i>Combat Trained</i> (2) [C], <i>Powerful Charge</i> [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 40</span></p> 
<p><b>Riverknight</b> <span style="float: right;">Troop</span></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 <i>Combat Trained</i> (1) [C], <i>Swim</i> (8) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 20</span></p> 	<p><b>Riverknight Captain</b> <span style="float: right;">Elite</span></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 <i>Captain</i> (6) [L], <i>Combat Discipline</i> [C], <i>Combat Trained</i> (1) [C], <i>Coordinated Strike</i> [A], <i>Swim</i> (8) [A]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 2</p> <p> EMPIRE - KNIGHTS <span style="float: right;">Cost 80</span></p> 	

# Empire - Loranti (Civilians)

<p><b>Daxu</b></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 1"</p> <p> Defender [S], Loyalty (Loranti Pargal) [T]</p> <p> EMPIRE - LORANTI Cost 5</p>	<p>Beast Unique</p> <p><b>Little Loranti</b> "Budding trader extraordinaire..."</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 6+</p> <p>CR 2"</p> <p> Beast Handler (1) [L], Trainer (1, Retinue(Loranti Pargal)) [T]</p> <p> EMPIRE - LORANTI Cost 10</p>	<p>Civilian Unique</p> <p><b>Loranti Pargal</b> "Trader Extraordinaire!"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 3"</p> <p> Beast Handler (2) [L], Commander (4) [L], Favoured Allies (Casarii) [T], Proud [T], Trainer (4, Retinue(Loranti Pargal)) [T]</p> <p> EMPIRE - LORANTI Cost 50</p>	<p>Elite Unique</p>
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# Empire - Noble

Domesticated Golobaali

Beast

Movement 8"

Combat 3

Support 1 Instinctive (1, 1) [T], Obstructing [T],  
Transport (1) [A], Untrained [T], Vehicle (1)  
[T]

Save 4+











CR 9"



EMPIRE - NOBLE



















Cost  
10

# Empire - Noble (Beasts)















<p><b>Alideku</b> "Extremely rare and valuable"</p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0 Proud [T], Unyielding [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p></p> <p>Elite Object Unique</p> <p> EMPIRE - NOBLE Cost -20</p>	<p><b>Hunting Garo</b></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 1 Evasive [C], Flying [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p></p> <p>Beast</p> <p> EMPIRE - NOBLE Cost 5</p>	<p><b>Mounted Herder Falconer's Hunting Garo</b></p> <p>"Expertly trained by the Moerasii falconers"</p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 Evasive [C], Flying [T], Loyalty (Mounted Herder Falconer) [T], Proud [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p></p> <p>Beast</p> <p> EMPIRE - NOBLE Cost 0</p>
<p><b>Mounted Reyad Falconer's Hunting Garo</b></p> <p>"Expertly trained by the Moerasii falconers"</p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 Evasive [C], Flying [T], Loyalty (Mounted Reyad Falconer's Hunting Garo) [T], Proud [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p></p> <p>Beast</p> <p> EMPIRE - NOBLE Cost 0</p>	<p><b>Samine's Hunting Garo</b></p> <p>"Expertly trained by the Moerasii falconers"</p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 Evasive [C], Flying [T], Loyalty (Samine if Moerasii) [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p></p> <p>Beast</p> <p> EMPIRE - NOBLE Cost 0</p>	




# Empire - Noble (Civilians)

<p><b>Balena</b> <span style="float: right;">Civilian Unique</span></p>  <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Confuse [A], Master Beast Handler (2) [L], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 9"</p> <p>Stamina 1</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 25</span></p>	<p><b>Contessa dar Juletta</b> <span style="float: right;">Elite Unique</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Commander (2) [L], Influential (2) [S], Proud [T], Travelling Biologist (2) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 25</span></p>	<p><b>Elakan</b> <span style="float: right;">Civilian Unique</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Loyalty (Balena) [T], Rider [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Move 6" <span style="margin-left: 20px;">Rae 10"</span> <span style="margin-left: 20px;">CS 2</span> <span style="margin-left: 20px;">Hunting Garo Bushwack, Death From Above, Light Weapon</span></p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 15</span></p>
<p><b>Lady Emarlai</b> <span style="float: right;">Elite Unique</span> "Tiny, with an art for getting into trouble"</p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Commander (1) [L], Coward [T], Loyalty (Contessa dar Juletta) [T], Proud [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 0</span></p>	<p><b>Lady Kovera Jolir</b> <span style="float: right;">Civilian Unique</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Coward [T], Influential (3) [S], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 25</span></p>	<p><b>Noble</b> <span style="float: right;">Civilian</span> "How dare they encroach on our cities?"</p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Commander (2) [L], Coward [T], Proud [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 10</span></p>
<p><b>Pet Opah</b> <span style="float: right;">Beast</span></p>  <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Critter (1) [L], Evasive [C], Loyalty (Lady Aleksabn) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 10</span></p>	<p><b>Preepree</b> <span style="float: right;">Elite Object Unique</span> "Extremely rare and valuable"</p>  <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0 Proud [T], Unriddled [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost -20</span></p>	<p><b>Samine il Moerasii</b> <span style="float: right;">Elite Unique</span> "The falconer"</p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Commander (4) [L], Falconer (2) [T], Proud [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 10</span></p>















# Empire - Noble (Military)

<p><b>Guard Captain</b> <span style="float: right;">Elite</span>  <i>"None shall lay a hand on our lord!"</i></p>  <p>Movement 6"            Combat 3            Support 2 <i>Captain (6) [L], Charge (1) [A], Combat Discipline [C], Combat Trained (2) [C], Defensive Stance [T]</i>            Save 5+            CR 6"            Stamina 1</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 50</span></p>	<p><b>Guard Crossbow</b> <span style="float: right;">Troop</span>  <i>"Wielding the finest Moeresii crossbows"</i></p>  <p>Movement 6"            Combat 1            Support 1            Save 5+            CR 6"</p> <p>Move 1"    Range 12"    CS 2    Crossbow            Accurate, Powerful</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 20</span></p>	<p><b>Imperial Standard</b> <span style="float: right;">Elite</span>  <i>"Approved by the Emperor himself!"</i></p>  <p>Movement 6"            Combat 1            Support 1 <i>Persistent [T], Standard [T], Trainer (2, Retinue[Imperial Standard]) [T]</i>            Save 5+            CR 9"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 20</span></p>
<p><b>Noble Guard</b> <span style="float: right;">Troop</span>  <i>"The best guards that money can buy!"</i></p>  <p>Movement 6"            Combat 2            Support 1 <i>Charge (1) [A], Combat Trained (1) [C], Defensive Stance [T]</i>            Save 5+            CR 6"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 20</span></p>	<p><b>Standard Bearer</b> <span style="float: right;">Troop</span>  <i>"Proud to bear the colours of their lord!"</i></p>  <p>Movement 6"            Combat 1            Support 1 <i>Standard [T]</i>            Save 5+            CR 9"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 20</span></p>	<p><b>Toloran Rider</b> <span style="float: right;">Troop</span>  <i>"Only the wealthiest can afford the Toloran"</i></p>  <p>Movement 10"            Combat 3            Support 1 <i>Charge (1) [A], Combat Trained (1) [C]</i>            Save 4+            CR 6"</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 30</span></p>
<p><b>Toloran Rider Captain</b> <span style="float: right;">Elite</span>  <i>"The Toloran make brave and noble mounts"</i></p>  <p>Movement 10"            Combat 4            Support 2 <i>Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Coordinated Strike [A]</i>            Save 4+            CR 6"            Stamina 2</p> <p> EMPIRE - NOBLE <span style="float: right;">Cost 100</span></p>		





# Empire - Orel (Beasts)

<p>@preed@'s @graku@ "Vicious but exceptionally loyal!"</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE - OREL</p>	<p>Beast</p> <p>Loyalty (Preed) [T], Pack Hunter [C], Ranger [T]</p> <p>Cost 15</p>	
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# Empire - Orel (Military)

<p><b>Graku</b> "Vicious but exceptionally loyal!"</p> <p>Movement 8"</p>  <p>Combat 2</p> <p>Support 1 Pack Hunter [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE - OREL Cost 15</p>	<p><b>Hunter</b> "Making a living hunting dangerous beasts"</p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support 2 Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em! [A], Pathfinder (4) [S], Ranger [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - OREL Cost 30</p>	<p><b>Lord of Orel</b> "The grakulan are fearsome but unpredictable!"</p> <p>Movement 8"</p>  <p>Combat 5</p> <p>Support 1 Aggressive (3) [T], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Graku Master [T], Pounce (3) [C], Powerful [C]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - OREL Cost 125</p>
<p><b>Orel Knight</b> "As harsh as the lands they protect"</p> <p>Movement 10"</p>  <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]</p> <p>Save 4+</p> <p>CR 3"</p> <p> EMPIRE - OREL Cost 25</p>	<p><b>Orel Knight Captain</b> "We shall defend these lands!"</p> <p>Movement 10"</p>  <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE - OREL Cost 100</p>	<p><b>Orel Militia</b> "Rarely seen without their loyal graku"</p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - OREL Cost 10</p>
<p><b>Orel Militia Captain</b> "Masters of Eubarnii and graku alike"</p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - OREL Cost 45</p>		















# Empire - Riverfolk

<p><b>Phoph Crevain</b></p> <p>Elite Unique</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p> <p> EMPIRE - RIVERFOLK Cost 70</p>		<p><b>Urchin on Coracle</b></p> <p>Civilian</p> <p>Movement 0"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p> <p> EMPIRE - RIVERFOLK Cost 10</p>		
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# Empire - Riverfolk (Beasts)

<p><b>Gorbi</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Loyalty (Riverfolk) [T], Swim (6) [A]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 5</span></p>	<p><b>Holdorna</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Loyalty (Riverfolk) [T], Swim (6) [A]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 5</span></p>	<p><b>Inirok</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 0 <span style="margin-left: 20px;">Instinctive (0, 1) [T], Swim (10) [A]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 15</span></p>
<p><b>River Critter</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 1 <span style="margin-left: 20px;">Loyalty (Riverfolk) [T], Swim (6) [A]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 5</span></p>		

# Empire - Riverfolk (Civilians)



<p><b>Alorá Handler</b> <span style="float: right;">Civilian</span></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <i>Alorá Handler</i> (1) [L], <i>Favoured Allies (Alorá)</i> [T], <i>Untrained</i> [T], <i>Whistle</i> [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 5</span></p>	<p><b>Lord Delison</b> <span style="float: right;">Civilian Unique</span></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 <i>Combat Discipline</i> [C], <i>Combat Trained</i> (2) [C], <i>Commander</i> (4) [L], <i>Coward</i> [T], <i>Influential</i> (3) [S], <i>Proud</i> [T], <i>Sea Legs</i> [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 60</span></p>	<p><b>Riverfolk Bolas</b> <span style="float: right;">Troop</span></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 <i>Sea Legs</i> [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 1" Ræ 9" CS 3 <i>Bolas Entangle</i> (1)</p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 15</span></p>
<p><b>Riverfolk Captain</b> <span style="float: right;">Elite</span></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 <i>Captain</i> (6) [L], <i>Combat Discipline</i> [C], <i>Combat Trained</i> (2) [C], <i>Coordinated Strike</i> [A], <i>Sea Legs</i> [T], <i>Trainer</i> (6, <i>Sea Legs</i>) [T], <i>Well-Travelled</i> [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 60</span></p>	<p><b>Riverfolk Crew</b> <span style="float: right;">Troop</span></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 <i>Hook</i> (2) [S], <i>Sea Legs</i> [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 10</span></p>	<p><b>Riverfolk First Mate</b> <span style="float: right;">Elite</span></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 <i>Captain</i> (2) [L], <i>Favoured Allies (Tabela)</i> [T], <i>Hook</i> (2) [S], <i>Pitch</i> (2) [S], <i>Powerful</i> [C], <i>Sea Legs</i> [T], <i>Well-Travelled</i> [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 40</span></p>
<p><b>Riverfolk Kyalai</b> <span style="float: right;">Troop</span></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 <i>Sea Legs</i> [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 3" Ræ 3" CS 4 <i>Net Entangle</i> (4)</p> <p> EMPIRE - RIVERFOLK <span style="float: right;">Cost 15</span></p>		

# Empire - Teral



<p>Terali Guard <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 <span style="margin-left: 20px;">Beast Handler (i) [L], Bodyguard [S], Combat Trained (i) [C], Initiative [S]</span></p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - TERAL <span style="float: right;">Cost 15</span></p>		
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# Empire - Teral (Beasts)

<p>Terali Boliga <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 1"</p> <p> Charge (1) [A], Defender [S], Savage [C]</p> <p> EMPIRE - TERAL <span style="float: right;">Cost 15</span></p>		
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# Empire - Teral (Civilians)

<p>Chancellor Danakan</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support ○ Commander (2) [L], Favoured Allies (Delgon) [T], Influential (3) [S], Protected (2) [T], Proud [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE - TERAL</p>	<p>Civilian Unique</p>  <p>Commander (2) [L], Favoured Allies (Delgon) [T], Influential (3) [S], Protected (2) [T], Proud [T]</p>	<p>Cost 20</p>
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*Item*

*Three cards per row*

# Item

<p><b>Balloon</b> <span style="float: right;">Mechanical Object</span></p> <p>Movement 8"</p> <p>Combat —</p> <p>Support — Erratic (3) [T], Flying [T], Flying Transport (4) [A], Fuel [T], In The Air* [T], Obstructing [T], Untrained [T], Vehicle (1) [T], Very Tough* [S]</p> <p>Save 4+ [T], Very Tough* [S]</p> <p>CR —</p> <p>Stamina 6</p> <p>Movement — Range 0" CS 3 Bomb Bombs Away!, Death From Above, Imprecise (2)</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Cart</b> <span style="float: right;">Object</span></p> <p>Movement Special</p> <p>Combat —</p> <p>Support — Fuel [T], Cumbersome [T], Sturdy [T], Untrained [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 1</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Coracle</b> <span style="float: right;">Boat Object</span></p> <p>Movement —</p> <p>Combat —</p> <p>Support — Cumbersome [T], Swim (4) [A], Untrained [T]</p> <p>Save 5+</p> <p>CR —</p> <p> ITEM <span style="float: right;">Cost —</span></p>
<p><b>Engineer's Cottage</b> <span style="float: right;">Object</span></p> <p>Movement —</p> <p>Combat —</p> <p>Support — Sturdy [T], Untrained [T], Very Tough* [S]</p> <p>Save 2+</p> <p>CR —</p> <p>Stamina 10</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Extra-large Balloon</b> <span style="float: right;">Mechanical Object</span></p> <p>Movement 8"</p> <p>Combat —</p> <p>Support — Erratic (5) [T], Flying [T], Flying Transport (14) [A], Fuel [T], In The Air* [T], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 10</p> <p>Movement — Range 0" CS 3 Bomb Bombs Away!, Death From Above, Imprecise (2)</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Fan</b> <span style="float: right;">Contraption Object</span></p> <p>Movement 0"</p> <p>Combat 3</p> <p>Support ? Fan (3, 2) [A], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM <span style="float: right;">Cost —</span></p>
<p><b>Gushrak</b> <span style="float: right;">Contraption Mechanical Object</span></p> <p>Movement 3"</p> <p>Combat 2</p> <p>Support ? Overdrive* [C], Point Blank [R], Untrained [T], Wide Spray* [R]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Large Balloon</b> <span style="float: right;">Mechanical Object</span></p> <p>Movement 8"</p> <p>Combat —</p> <p>Support — Erratic (4) [T], Flying [T], Flying Transport (8) [A], Fuel [T], In The Air* [T], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 8</p> <p>Movement — Range 0" CS 3 Bomb Bombs Away!, Death From Above, Imprecise (2)</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Large Coracle</b> <span style="float: right;">Boat Object</span></p> <p>Movement —</p> <p>Combat —</p> <p>Support — Cumbersome [T], Sturdy [T], Swim (4) [A], Untrained [T]</p> <p>Save 4+</p> <p>CR —</p> <p> ITEM <span style="float: right;">Cost —</span></p>

<p><b>Light Derak</b> <span style="float: right;">Contrapion Mechanical Object</span></p> <p>Movement 3"</p> <p>Combat 3</p> <p>Support ? Point Blank [R], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Mechanical Sling</b> <span style="float: right;">Contrapion Mechanical Object</span></p> <p>Movement 0"</p> <p>Combat 3</p> <p>Support ? Powerful [C], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Net</b> <span style="float: right;">Object</span></p> <p>Movement 3"</p> <p>Combat 2</p> <p>Support ? Entangle (4) [C], Fuel [T], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM <span style="float: right;">Cost —</span></p>
<p><b>Net Firer</b> <span style="float: right;">Contrapion Object</span></p> <p>Movement 0"</p> <p>Combat 3</p> <p>Support ? Entangle (4) [C], Fuel [T], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Ornithomata</b> <span style="float: right;">Contrapion Mechanical Object</span></p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 0 Charge (0) [A], Fuel [T], Mighty Blow [C], Overdrive [C], Stamina Limit (3) [T], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p> <p>Stamina 6</p> <p> ITEM <span style="float: right;">Cost —</span></p>	<p><b>Small Balloon</b> <span style="float: right;">Contrapion Mechanical Object</span></p> <p>Movement 8"</p> <p>Combat —</p> <p>Support — Erratic (2) [T], Flying [T], Flying Transport (2) [A], Fuel [T], In The Air [T], Obstructing [T], Untrained [T], Vehicle (1)</p> <p>Save 4+ [T], Very Tough [S]</p> <p>CR —</p> <p>Stamina 4</p> <p>Move — <span style="margin-left: 20px;">Roe 0"</span> <span style="margin-left: 20px;">CS 3</span> Bomb Bombs Away!, Death From Above, Imprecise (2)</p> <p> ITEM <span style="float: right;">Cost —</span></p>
















# Item (Civilians)

<p><b>Barge</b></p> <p>Boat Object</p> <p>MovementSpecial</p> <p>Combat —</p> <p>Support — Sturdy [T], Untrained [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 3</p> <p> ITEM Cost —</p>	<p><b>Steamboat</b></p> <p>Boat Mechanical Object</p> <p>MovementSpecial</p> <p>Combat —</p> <p>Support — Sturdy [T], Untrained [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 3</p> <p> ITEM Cost —</p>	
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*Kedashi*



















*Three cards per row*






# Kedashi - Core

<p><b>Abrok</b> <span style="float: right;">Beast</span>  <i>"Driven into battle by the howlers"</i></p>  <p>Movement 8"            Combat 3            Support 1 Pack (1) [L], Transport (1) [A], Untrained [T]            Save 5+            CR 2"</p> <p> KEDASHI - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Abrok Hatchling</b> <span style="float: right;">Beast</span>  <i>"Small but surprisingly vicious"</i></p>  <p>Movement 8"            Combat 1            Support 1 Aggressive (3) [T], Evasive [C], Fit [C], Pack (1) [L], Untrained [T]            Save 6+            CR 1"</p> <p> KEDASHI - CORE <span style="float: right;">Cost 15 for 2</span></p>	<p><b>Akitiin Egg</b> <span style="float: right;">Egg Object</span>  <i>"Just waiting to hatch..."</i></p>  <p>Movement —            Combat —            Support — Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]            Save 6+            CR 2"</p> <p> KEDASHI - CORE <span style="float: right;">Cost 5</span></p>
<p><b>Akitiin Hatchling</b> <span style="float: right;">Beast</span>  <i>"Tiny terrors from the forests"</i></p>  <p>Movement 6"            Combat 1            Support 1 Pack (1) [L], Ranger [T]            Save 6+            CR 1"</p> <p> KEDASHI - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Bagrun Bomb Carrier</b> <span style="float: right;">Beast</span>  <i>"The lumbering beasts carry baskets of ishkaru bombs"</i></p>  <p>Movement 6"            Combat 4            Support 0 Bomb Carrier [T], Instinctive (1, 3) [T], Persistent [T], Untrained [T], Very Tough [S]            Save 3+            CR 1"            Stamina 2</p> <p> KEDASHI - CORE <span style="float: right;">Cost 80</span></p>	<p><b>Frenni</b> <span style="float: right;">Beast Troop</span>  <i>"Thought by most to be harmless beasts"</i></p>  <p>Movement 10"            Combat 1            Support 0 Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]            Save —            CR 1"</p> <p> KEDASHI - CORE <span style="float: right;">Cost 20 for 3</span></p>
<p><b>Grimblar (Kedashi Ally)</b> <span style="float: right;">Beast</span>  <i>"Unfailing terror"</i></p>  <p>Movement 8"            Combat 5            Support 0 Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough [S], Wild Animal [T]            Save 3+            CR 6"            Stamina 3</p> <p> KEDASHI - CORE <span style="float: right;">Cost 150</span></p>	<p><b>Hendreek Kelahn</b> <span style="float: right;">Beast</span>  <i>"Short tailed cousin of the Argoran kelahn"</i></p>  <p>Movement 8"            Combat 5            Support 0 Aggressive (3) [T], Charge (2) [A], Impetuous [T], Instinctive (3, 1) [T], Pounce (3) [C], Powerful [C], Ranger [T], Very Tough [S], Wild Animal [T]            Save 3+            CR 6"            Stamina 2</p> <p> KEDASHI - CORE <span style="float: right;">Cost 100</span></p>	<p><b>Hunting Akitiin</b> <span style="float: right;">Beast</span>  <i>"Loyal and aggressive protectors"</i></p>  <p>Movement 6"            Combat 3            Support 1 Pack (1) [L], Ranger [T]            Save 5+            CR 1"</p> <p>Move 6"    Rng blast    CS 3    Spit Acid Point Blank, Stun</p> <p> KEDASHI - CORE <span style="float: right;">Cost 20</span></p>







<p><b>Ishkarru Bomb</b></p> <p>Movement ?</p> <p>Combat ?</p> <p>Support ? Bomb [S], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p>  <p>KEDASHI - CORE</p> <p>Cost -</p>	<p><b>Kaopi</b> <span style="float: right;">Elite</span></p> <p><i>"Soaring over the swarms of smaller frenu"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline [C], Dodge [C], Flying [T], Manipulate Swarm (1) [A], Sacrifice [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p>  <p>KEDASHI - CORE</p> <p>Cost 40</p>	<p><b>Kellalion Akitiin</b> <span style="float: right;">Beast</span></p> <p><i>"Giant and terrifying monstrosities"</i></p> <p>Movement 4"</p> <p>Combat 6</p> <p>Support 0 Aggressive (3) [T], Ambush [S], Instinctive (4, 0) [T], Lunge (3) [C], Powerful [C], Untrained [T], Very Tough [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p>  <p>KEDASHI - CORE</p> <p>Cost 100</p>
<p><b>Kotra</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save -</p> <p>CR 3"</p>  <p>KEDASHI - CORE</p> <p>Cost 5</p>	<p><b>Medium Frenu Swarm</b> <span style="float: right;">Troop</span></p> <p><i>"The larger swarms become dangerous"</i></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 2 Combat Discipline [C], Dodge [C], Flying [T], Indomitable [C], Sacrifice [S], Swarm (6) [L], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina Special</p>  <p>KEDASHI - CORE</p> <p>Cost Special</p>	<p><b>Seldoath</b> <span style="float: right;">Beast Elite</span></p> <p><i>"Savage terrors from the forests"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 2</p>  <p>KEDASHI - CORE</p> <p>Cost 60</p>
<p><b>Small Frenu Swarm</b> <span style="float: right;">Troop</span></p> <p><i>"Small swarms of frenu can be a nuisance"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Combat Discipline [C], Dodge [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina Special</p>  <p>KEDASHI - CORE</p> <p>Cost 20</p>	<p><b>Sprigg</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Dodge [C], Instinctive (0, 2) [T], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p>  <p>KEDASHI - CORE</p> <p>Cost 20</p>	<p><b>Tobkarri</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0 Instinctive (0, 1) [T], Pack (1) [L], Transport (2) [A], Untrained [T]</p> <p>Save 4+</p> <p>CR 1"</p>  <p>KEDASHI - CORE</p> <p>Cost 20</p>



<p><b>Tobkarri Bomb Carrier</b> <span style="float: right;">Beast</span></p> <p><i>"Immune to the stings of the ishkarri"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0 Bomb Carrier [T], Instinctive (0, 1) [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 1"</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 30</span></p>	<p><b>Trebarnii Boss</b> <span style="float: right;">Elite</span></p> <p><i>"They appear to have a primitive hierarchy"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 40</span></p>	<p><b>Trebarnii BossBoss</b> <span style="float: right;">Elite</span></p> <p><i>"The greatest leaders of the trebarnii"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (2) [L], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Commander (2) [L], Get 'em! [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 60</span></p>
<p><b>Trebarnii Bross</b> <span style="float: right;">Beast Elite</span></p> <p><i>"Not all brutes are stupid"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Beast Handler (3) [L], Charge (2) [A], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Savage [C], Trainer (2, Beast Handler) [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 40</span></p>	<p><b>Trebarnii Brute</b> <span style="float: right;">Beast Troop</span></p> <p><i>"The huge brutes accompany their smaller kin"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C]</p> <p>Save 3+</p> <p>CR 2"</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 30</span></p>	<p><b>Trebarnii Goader</b> <span style="float: right;">Troop</span></p> <p><i>"Brave trebarnii who goad the beasts to battle"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (3) [L], Prod (1, 3) [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 15</span></p>
<p><b>Trebarnii Howler</b> <span style="float: right;">Troop</span></p> <p><i>"Attacking in a cacophony of noise"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]</p> <p>Save 6+</p> <p>CR 12"</p> <p>Move 6" Rge 6" CS 2 Throw Stones</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 15</span></p>	<p><b>Trebarnii Howler Bristleback</b> <span style="float: right;">Elite</span></p> <p><i>"The biggest and loudest of the howlers"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Surefooted [T], Combat Trained (1) [C], Dodge [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]</p> <p>Save 6+</p> <p>CR 12"</p> <p>Stamina 1</p> <p>Move 6" Rge 6" CS 2 Throw Stones Accurate</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 60</span></p>	<p><b>Trebarnii Jenta</b> <span style="float: right;">Civilian</span></p> <p><i>"Trebarnii are set to work from a young age"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Ranger [T], Untrained [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> KEDASHI - CORE <span style="float: right;">Cost 5</span></p>

<p><b>Trebarnii Swarmcaller</b> "At one with the deadly swarms"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Captain (6) [L], Dodge [C], Manipulate Swarm (1) [A], Ranger [T], Sacrifice [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina Special</p> <p> KEDASHI - CORE Cost 30</p>	<p><b>Trebarnii Warrior</b> "The trebarnii are a nuisance for travellers"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (1) [L], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI - CORE Cost 10</p>	<p><b>War Sprigg</b> Beast</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Dodge [C], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Savage [C], Solo [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p> <p> KEDASHI - CORE Cost 45</p>
<p><b>Young Queen</b> "Few kedashi queens venture from their nests"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Commander (4) [L], Dodge [C], Ranger [T], Sacrifice [S], Spanm Frenu [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) [T]</p> <p>Save 5+</p> <p>CR 9"</p> <p>Stamina 2</p> <p> KEDASHI - CORE Cost 60</p>	<p><b>Zanbee</b> "Tiny pests of the forest"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Evasive [C], Flying [T], Passive [T], Untrained [T], Weak [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Mov 0" Rge blast CS 2 Mesmerise Point Blank Stun</p> <p> KEDASHI - CORE Cost 10</p>	



# Kedashi - Core (Beasts)

<p><b>Naralon Wengi</b> <span style="float: right;">Beast</span>  <i>"Small... and mildly annoying..."</i></p> <p>Movement 8"            Combat 1            Support 1            Save —            CR 3"</p> <p style="text-align: center;">  <small>Wengi</small></p> <p style="text-align: center;">Critter (1) [L], Evasive [C], Passive [T]</p> <p style="text-align: right;"> KEDASHI - CORE <span style="float: right;">Cost 5</span></p>	<p><b>Orduch</b> <span style="float: right;">Beast</span></p> <p>Movement 8"            Combat 1            Support 1            Save —            CR 3"</p> <p style="text-align: center;"></p> <p style="text-align: center;">Critter (1) [L], Evasive [C], Passive [T]</p> <p style="text-align: right;"> KEDASHI - CORE <span style="float: right;">Cost 5</span></p>	
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# Kedashi - Kiterak

<p>The Kiterak "The ancient queen"</p>		<p>Queen Unique</p>
Movement	6"	
Combat	4	
Support	1	
Save	4+	
CR	9"	
Stamina	2	
	<p>KEDASHI - KITERAK</p>	<p>Cost 100</p>

# Kedashi - Rivers

<p>Trebarnii Master River Hunter <span style="float: right;">Elite</span></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI - RIVERS <span style="float: right;">Cost 40</span></p>	<p>Trebarnii River Hunter <span style="float: right;">Troop</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI - RIVERS <span style="float: right;">Cost 10</span></p>	
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*Mercenary*

*Three cards per row*

# Mercenary



<p><b>Dhoqi Veteran</b> Troop</p> <p><i>"Renowned for their abilities, if not their loyalty"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (2) [L], Combat Trained (2) [C], Favoured Allies (Setir Skerrat) [T], Pathfinder (4) [S], Ranger [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p><b>(M)</b> MERCENARY Cost 20</p> 	<p><b>Dravu Raya</b> Troop Unique</p> <p><i>"Selling his services across Egar Loren"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Combat Trained (1) [C], Evasive [C], Loyalty (Ora Chey) [T], Powerful [C], Retinue (Ora Chey) [T], Solo [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p><b>(M)</b> MERCENARY Cost 20</p> 	<p><b>Engu Veteran</b> Troop</p> <p><i>"Many misplaced Engu have become sellswords"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Combat Trained (1) [C], Favoured Allies (Tabela) [T], Powerful [C], Solo [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p><b>(M)</b> MERCENARY Cost 20</p> 
<p><b>Mechanic</b> Troop</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Initiative [S], Tune Up [A]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p><b>(M)</b> MERCENARY Cost 15</p> 	<p><b>Ora Chey</b> Troop Unique</p> <p><i>"Coarse of language and with negotiable moral values..."</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Combat Trained (2) [C], Loyalty (Dravu Raya) [T], Pathfinder (4) [S], Retinue (Dravu Raya) [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Mov 6" Rng 6" CS 2 Throwing Knives Accurate</p> <p><b>(M)</b> MERCENARY Cost 20</p> 	<p><b>Pallirnai of Kohob</b> Troop</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Agility [T], Assassinate* [A], Combat Discipline* [C], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Pounce (2) [C], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p><b>(M)</b> MERCENARY Cost 40</p> 
<p><b>Preed</b> Troop</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (2) [L], Combat Trained (2) [C], Favoured Allies (Graku) [T], Get 'em! [A], Pathfinder (4) [S], Ranger [T], Retinue (Preed's Graku) [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Mov 1" Rng 12" CS 2 Crossbow Accurate, Powerful</p> <p><b>(M)</b> MERCENARY Cost 50</p> 	<p><b>Shipwright</b> Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Initiative [S], Shipwright [A]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p><b>(M)</b> MERCENARY Cost 15</p> 	<p><b>Tal Dolani Oigres</b> Troop Unique</p> <p><i>"Pallirnai of Kohob"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Agility [T], Assassinate* [A], Combat Discipline* [C], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Pounce (2) [C], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p><b>(M)</b> MERCENARY Cost 40</p> 





















*Wild Creature*










*Three cards per row*



















# Wild Creature



















<p><b>Ancient Grimblar</b> <span style="float: right;">Beast Unique</span></p> <p>Movement 8"</p> <p>Combat 6</p> <p>Support 0 <i>Abject Terror</i> [T], <i>Assassinate</i>* [A], <i>Crunch</i> (3) [C], <i>Indomitable</i> [C], <i>Mighty Blow</i> [C], <i>Pathfinder</i> (0) [S], <i>Unstoppable</i> [T], <i>Very Powerful</i> [C], <i>Very Tough</i>* [S], <i>Wild Animal</i> [T]</p> <p>Save 3+</p> <p>CR 9"</p> <p>Stamina 5</p> <p> WILD CREATURE <span style="float: right;">Cost 200</span></p>	<p><b>Annoying Garkrid</b> <span style="float: right;">Beast</span></p> <p>Movement 3"</p> <p>Combat 0</p> <p>Support 1 <i>Evasive</i> [C], <i>Instinctive</i> (0, 1) [T]</p> <p>Save —</p> <p>CR 0"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Bagrun</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 0 <i>Instinctive</i> (1, 3) [T], <i>Untrained</i> [T], <i>Very Tough</i>* [S]</p> <p>Save 3+</p> <p>CR 1"</p> <p>Stamina 2</p> <p> WILD CREATURE <span style="float: right;">Cost 80</span></p>
<p><b>Biting Garkrid</b> <span style="float: right;">Beast</span></p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 1 <i>Instinctive</i> (1, 0) [T]</p> <p>Save —</p> <p>CR 0"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Blue-tailed Fossor Kopa</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 <i>Critter</i> (6) [L]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>	<p><b>Blue-tailed Fossor Sempa</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 <i>Critter</i> (1) [L], <i>Evasive</i> [C], <i>Passive</i> [T]</p> <p>Save —</p> <p>CR 3"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>
<p><b>Bronx Hatchling</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 2"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Bronx Jenta</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 <i>Instinctive</i> (1, 1) [T]</p> <p>Save 4+</p> <p>CR 2"</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>	<p><b>Bronx Kopa</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 0 <i>Charge</i> (2) [A], <i>Instinctive</i> (1, 2) [T], <i>Lunge</i> (2) [C], <i>Powerful Charge</i> [T], <i>Sweep</i> [C], <i>Transport</i> (5) [A], <i>Unstoppable</i> [T]</p> <p>Save 2+</p> <p>CR 2"</p> <p> WILD CREATURE <span style="float: right;">Cost 50</span></p>

<p><b>Bronx Sempa</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Instinctive (1, 1) [T], Lunge (1) [C], Powerful Charge [T], Sweep [C], Transport (4) [A], Unstoppable [T]</p> <p>Save 3+</p> <p>CR 2"</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>	<p><b>Enar Vareen</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0 Aggressive (3) [T], Assassinate* [A], Blitz (1) [C], Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud [T], Savage [C], Wild Animal [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>	<p><b>Frenzied Grimblar</b> <span style="float: right;">Beast</span> "Unfailing terror"</p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 0 Crunch (3) [C], Frenzied [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> WILD CREATURE <span style="float: right;">Cost 150</span></p>
<p><b>Garkrid Eggstick</b> <span style="float: right;">Egg Object</span></p> <p>Movement —</p> <p>Combat —</p> <p>Support — Heavy [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 0"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Garkrid Infestation</b> <span style="float: right;">Beast</span></p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 1 Instinctive (1, 0) [T]</p> <p>Save —</p> <p>CR 0"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Golobaali</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Instinctive (0, 2) [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 9"</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>
<p><b>Granok Kopa</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]</p> <p>Save 4+</p> <p>CR 3"</p> <p> WILD CREATURE <span style="float: right;">Cost 20</span></p>	<p><b>Granok Sempa</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>	<p><b>Grimblar</b> <span style="float: right;">Beast</span> "Unfailing terror"</p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 0 Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> WILD CREATURE <span style="float: right;">Cost 150</span></p>

<p><b>Hadera</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 0 Unstoppable [T], Untrained [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> WILD CREATURE <span style="float: right;">Cost 40</span></p>	<p><b>Jeskir</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 15</span></p>	<p><b>Kitahji</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 0 Aggressive (3) [T], Agility [T], Ambush [S], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>
<p><b>Martram</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Instinctive (1, 3) [T], Unstoppable [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> WILD CREATURE <span style="float: right;">Cost 50</span></p>	<p><b>Mekkriv</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0 Aggressive (3) [T], Instinctive (2, 0) [T], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T]</p> <p>Save 5+</p> <p>CR 0"</p> <p> WILD CREATURE <span style="float: right;">Cost 20</span></p>	<p><b>Ochulan Doaka</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>
<p><b>Ogechla</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 4</p> <p>Support 0 Ambush [S], Mighty Blow [C], Powerful [C]</p> <p>Save 4+</p> <p>CR 3"</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>	<p><b>Onsegar</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 1 Aggressive (3) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 9"</p> <p>Stamina 4</p> <p> WILD CREATURE <span style="float: right;">Cost 150</span></p>	<p><b>Ppyulka</b> <span style="float: right;">Beast</span></p> <p>"Small... and mibly annoying..."</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Nest (5) [S], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>

<p><b>Quosiin</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 1 <i>Aggressive (3) [T], Instinctive (0, 1) [T], Lunge (2) [C], Powerful [C], Proud [T]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 35</span></p>	<p><b>Quosiin Calf</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 <i>Instinctive (0, 1) [T], Loyalty (Quosiin) [T]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 15</span></p>	<p><b>Rakla Jenta</b> <span style="float: right;">Beast</span>  <i>"Fearsome predator from the Casanii Territories"</i></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 0 <i>Aggressive (3) [T], Instinctive (1, 0) [T], Pack (1) [L], Sprint* (4) [A]</i></p> <p>Save 5+</p> <p>CR 2"</p> <p>Stamina 1</p> <p> WILD CREATURE <span style="float: right;">Cost 15</span></p>
<p><b>Rakla Kopa</b> <span style="float: right;">Beast</span>  <i>"Fearsome predator from the Casanii Territories"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 <i>Aggressive (3) [T], Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint* (4) [A]</i></p> <p>Save 4+</p> <p>CR 3"</p> <p>Stamina 2</p> <p> WILD CREATURE <span style="float: right;">Cost 35</span></p>	<p><b>Rakla Sempa</b> <span style="float: right;">Beast</span>  <i>"Fearsome predator from the Casanii Territories"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 <i>Aggressive (3) [T], Instinctive (2, 0) [T], Pack (1) [L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]</i></p> <p>Save 4+</p> <p>CR 3"</p> <p>Stamina 2</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>	<p><b>River Akitiin Coil</b> <span style="float: right;">Beast Body Section</span></p> <p>Movement 0"</p> <p>Combat 0</p> <p>Support 1 <i>Constrict (3) [C], River Akitiin (S), Swim (9) [A], Very Tough* [S]</i></p> <p>Save 3+</p> <p>CR 0"</p> <p>Stamina Special</p> <p> WILD CREATURE <span style="float: right;">Cost 0</span></p>
<p><b>River Akitiin Head</b> <span style="float: right;">Beast Body Section</span>  <i>"Terrifying monstrosities from the depths"</i></p> <p>Movement 0"</p> <p>Combat 4</p> <p>Support 1 <i>Aggressive (6) [T], Crunch (2) [C], Instinctive (3, 0) [T], Lunge (6) [C], Powerful [C], River Akitiin (S), Swim (3) [A], Very Tough* [S], Wild Animal [T]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> WILD CREATURE <span style="float: right;">Cost 150</span></p>	<p><b>River Akitiin Tail</b> <span style="float: right;">Beast Body Section</span></p> <p>Movement 0"</p> <p>Combat 3</p> <p>Support 0 <i>Aggressive (3) [T], Instinctive (3, 0) [T], Lunge (3) [C], Pitch (6) [S], River Akitiin (S), Swim (6) [A]</i></p> <p>Save 4+</p> <p>CR 0"</p> <p>Stamina Special</p> <p> WILD CREATURE <span style="float: right;">Cost 0</span></p>	<p><b>Ruhynko</b> <span style="float: right;">Beast</span>  <i>"Bad-tempered river dwellers"</i></p> <p>Movement 4"</p> <p>Combat 5</p> <p>Support 0 <i>Aggressive (3) [T], Instinctive (3, 1) [T], Pounce (3) [C], Swim (6) [A], Untrained [T], Very Tough* [S], Wild Animal [T]</i></p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>

<p><b>Ruukil Hullborer</b> <span style="float: right;">Beast</span></p> <p>Movement 2"</p>  <p>Combat 1</p> <p>Support O Crunch (2) [C], Instinctive (1, O) [T], Pack (1) [L], Pounce (3) [C], Swim (6) [A]</p> <p>Save —</p> <p>CR O"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Shiny Garkrid</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support O Evasive [C], Instinctive (O, 1) [T]</p> <p>Save —</p> <p>CR O"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Shipmite</b> <span style="float: right;">Beast</span></p> <p>Movement 2"</p>  <p>Combat 1</p> <p>Support O Instinctive (1, O) [T], Pounce (3) [C], Swim (6) [A], Weak [C]</p> <p>Save —</p> <p>CR O"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>
<p><b>Skerrat Broodmother</b> <span style="float: right;">Beast Elite Unique</span></p> <p>Movement 8"</p>  <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Beast Handler (4) [L], Charge (2) [A], Dodge [C], Favoured Allies (Setir Skerrat) [T], Pounce (3) [C], Powerful [C], Ranger [T], Savage [C], Setir Skerrat Trainer (4, Beast Handler(3)) [T]</p> <p>Save 4+</p> <p>CR 9"</p> <p>Stamina 2</p> <p> WILD CREATURE <span style="float: right;">Cost 60</span></p>	<p><b>Spitting Garkrid</b> <span style="float: right;">Beast</span></p> <p>Movement 3"</p>  <p>Combat 1</p> <p>Support 1 Instinctive (1, O) [T], Powerful [C]</p> <p>Save —</p> <p>CR O"</p> <p>Movve Rng CS Spit O" 6" 2 Powerful</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>	<p><b>Torala</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p>  <p>Combat 4</p> <p>Support O Crunch (3) [C], Indomitable [C], Instinctive (O, 2) [T], Powerful [C], Swim (6) [A], Unstoppable [T], Untrained [T], Very Tough [S], Wild Animal [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> WILD CREATURE <span style="float: right;">Cost 50</span></p>
<p><b>Tourac</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support O Squak! [S], Untrained [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>	<p><b>Tropli</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 1 Instinctive (O, 1) [T], Untrained [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 10</span></p>	<p><b>Tunnelling Akitiin</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 4</p> <p>Support O Aggressive (3) [T], Ambush [S], Instinctive (2, O) [T], Lunge (2) [C], Untrained [T], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 40</span></p>

<p><b>Utakrid</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support ○ Crunch (2) [C], Dodge [C], Flying [T], Grab [A], Overflight [C], Untrained [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR 9"</p> <p>Stamina 2</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 50</span></p>	<p><b>Utakrid (flightless)</b> <span style="float: right;">Beast</span></p> <p>Movement 3"</p> <p>Combat 4</p> <p>Support ○ Crunch (2) [C], Untrained [T], Very Tough [S]</p> <p>Save 5+</p> <p>CR 9"</p> <p>Stamina 2</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 20</span></p>	<p><b>Utakrid Eggberg</b> <span style="float: right;">Egg Object</span></p> <p>Movement ?</p> <p>Combat ?</p> <p>Support ? Sturdy [T], Very Heavy [T], Untrained [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR ?</p> <p>Stamina 3</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 15</span></p>
<p><b>Utakrid Eggmass (Small)</b> <span style="float: right;">Egg Object</span></p> <p>Movement ?</p> <p>Combat ?</p> <p>Support ? Heavy [T], Untrained [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR ?</p> <p>Stamina 1</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Utakrid Sempa</b> <span style="float: right;">Beast</span></p> <p>Movement 3"</p> <p>Combat 3</p> <p>Support 1 Crunch (1) [C], Swim (6) [A], Untrained [T]</p> <p>Save 5+</p> <p>CR 9"</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>	<p><b>Vorall</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support ○ Aggressive (3) [T], Crunch (2) [C], Instinctive (2, 2) [T], Pounce (2) [C], Powerful [C], Untrained [T], Wild Animal [T]</p> <p>Save 2+</p> <p>CR 2"</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>
<p><b>Wild Sprigg</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Dodge [C], Instinctive (0, 2) [T], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 20</span></p>	<p><b>Wild Tabela Jenta</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Pack (0) [L], Pack Hunter [C], Swim (5) [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 15</span></p>	<p><b>Yartain</b> <span style="float: right;">Beast</span></p> <p><i>"Gearsome beasts of the Setir mountains"</i></p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 2 Blitz (3) [C], Overdrive [C], Powerful [C], Ranger [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> WILD CREATURE <span style="float: right;">Cost 80</span></p>

### Yartain Pup

"Young, but still fearsome!"

Beast

Movement 6"

Combat 3

Support 1 Bfitz (3) [C], Loyalty (Yartain) [T], Ranger [T]

Save 4+

CR 6"



WILD CREATURE

Cost  
15

### Yorali

Beast

Movement 8"

Combat 4

Support 0 Aggressive (3) [T], Crunch (2) [C], Lunge (3) [C], Untrained [T], Very Tough\* [S], Wild Animal [T]

Save 4+

CR 9"

Stamina 2







































WILD CREATURE

Cost  
50



# Wild Creature (Beasts)

<p><b>Aloia</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support ○ Aloia Handler (1) [L], Evasive [C], Pack Hunter [C], Swim (8) [A]</p> <p>Save —</p> <p>CR 1"</p> <p> WILD CREATURE <span style="float: right;">Cost 20 for 3</span></p>	<p><b>Argoran Zavruiin</b> <span style="float: right;">Beast</span></p> <p><i>"Small... and mildly annoying..."</i></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Dug In [T], Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Baksun</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 3</p> <p>Support 1 Charge (2) [A], Instinctive (1, 1) [T], Powerful Charge [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>
<p><b>Doluir</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Enar Naliks</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support ○ Aggressive (3) [T], Assassinate* [A], Blitz (1) [C], Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud [T], Savage [C], Wild Animal [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE <span style="float: right;">Cost 30</span></p>	<p><b>Felexin</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p>  <p>Combat 2</p> <p>Support 1 Aggressive (3) [T], Evasive [C], Pack (1) [L], Pack Hunter [C], Pounce (2) [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE <span style="float: right;">Cost 20</span></p>
<p><b>Fosser</b> <span style="float: right;">Beast</span></p> <p><i>"Small... and mildly annoying..."</i></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>	<p><b>Gargoyle</b> <span style="float: right;">Beast</span></p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support ○ Camouflage [T], Flying [T], Leap* (4) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE <span style="float: right;">Cost 15</span></p>	<p><b>Kentirin</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p>  <p>Combat 1</p> <p>Support 1 Evasive [C]</p> <p>Save 6+</p> <p>CR 3"</p> <p> WILD CREATURE <span style="float: right;">Cost 5</span></p>

<p><b>Kol</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 5</span> </p>	<p><b>Lesser Fanged Akitiin</b> <span style="float: right;">Beast</span></p> <p>Movement 4"</p> <p>Combat 2</p> <p>Support 0 Aggressive (3) [T], Ambush [S], Evasive [C], Mighty Blow [C], Pounce (3) [C], Powerful [C]</p> <p>Save —</p> <p>CR 3"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 20</span> </p>	<p><b>Marsh Lohbess</b> <span style="float: right;">Beast</span></p> <p><i>"Small... and nibbly amonging..."</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (6) [A]</p> <p>Save —</p> <p>CR 3"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 5</span> </p>
<p><b>Opahr</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Critter (1) [L], Evasive [C]</p> <p>Save 5+</p> <p>CR 6"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 10</span> </p>	<p><b>Quoxa</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 5</span> </p>	<p><b>Renteli</b> <span style="float: right;">Beast</span></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 0 Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]</p> <p>Save ?</p> <p>CR 1"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 5</span> </p>
<p><b>Sakuu</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Combat Discipline* (1) [C], Nimble [S]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina 1</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 20</span> </p>	<p><b>Setir Opay</b> <span style="float: right;">Beast</span></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 5</span> </p>	<p><b>Voracious Lesser Red Tip</b> <span style="float: right;">Beast</span></p> <p><i>"Small... and nibbly amonging..."</i></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 1 Evasive [C], Flying [T], Untrained [T]</p> <p>Save —</p> <p>CR 3"</p>  <p style="text-align: right;">  WILD CREATURE <span style="float: right;">Cost 5</span> </p>

### Wild Flocking Garo

Beast

Movement 10"

Combat 1

Support 1 Evasive [C], Flying [T], Pack (1) [L],  
Untrained [T]

Save —

CR 1"



WILD CREATURE

Cost  
20 for 3

### Wild Hunting Garo

Beast

Movement 10"

Combat 1

Support 2 Evasive [C], Flying [T], Untrained [T]

Save —





CR 1"



WILD CREATURE

Cost  
5

# Wild Creature (Military)

<p><b>Grakukan</b> <span style="float: right;">Beast</span>  <i>"The grakukan are fearsome but unpredictable!"</i></p> <p>Movement 8"          Combat 4          Support ○ Aggressive (3) [T], Instinctive (1, 0) [T], Pounce (3) [C], Powerful [C]          Save 3+          CR 6"</p> <p>  WILD CREATURE <span style="float: right;">Cost 75</span></p>	<p><b>Wild Tabela</b> <span style="float: right;">Beast</span>  <i>" "</i></p> <p>Movement 10"          Combat 3          Support 1 Charge (1) [A], Combat Trained (1) [C], Pack (2) [L], Pack Hunter [C], Swim (5) [A]          Save 4+          CR 6"</p> <p>  WILD CREATURE <span style="float: right;">Cost 30</span></p>	
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# 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.

**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.

**Ambush [S]:** Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" 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" 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.

**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*.

**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" away.

**Concentrated Fire\* [A]:** Place a Target Marker in Line of Sight at least 4" away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2" 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" if pulled by 1 Medium (or larger) model or 2 Small models, or 3" 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.

**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" 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" Template over the base: all models (partially) within it suffer a X Combat Stones Ranged Attack. Remove the model from play (the Persistent[T] Ability is ignored in this case).

**Extreme Steer (x) [T]:** Once per Turn when steering, this model may be steered an extra X°. All models on board must roll an *Agility Test*.

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

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

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

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

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

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

**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.

**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" 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" 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" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" if pulled by 2 Small or 1 Medium model.

**Hook (x) [S]:** 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" 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" Template on the impact point: all models under the Template are hit.

**In The Air\* [T]:**

- 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 Counter' 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 give 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 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.

**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" 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".

**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" 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" from any *Enemy* models. The models may be activated during the Turn.

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

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

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

**Operated (x) [R]:** This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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

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

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

**Overflight [C]:** This model can 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" 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) [S]:** 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" 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" of X. While within 3" 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" from any *Enemy* models.

- During the Activation of any *Body Section* you may spend one Stamina to deploy one other *Body Section* within 6". 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" of another *Body Section*, or if any other *Body Sections* are more than 12" 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", 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" per Activation used, up to a maximum of 3".

**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. This ability can only be used once per Turn.

**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].

**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" 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.

**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.

**Vent\* [A]:** Place a 3" 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" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.

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

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

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

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

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

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

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

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

# Casani Abilities

**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” from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**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” 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” 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*.

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

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

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

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

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

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

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

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

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

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

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

# Delgon Abilities

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

**Authority (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

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

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

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

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

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

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

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

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

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

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

**Defensive Line [C]:** During any combat while adjacent to another *Friendly* model with *Defensive Line*[C], if all successful casts are Oran then each success cancels two opposing Erac.

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

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

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

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

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

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

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

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

**Haphazard (x, y) [R]:** Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2" 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" 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" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" 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 give 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 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" of X. While within 3" 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. This ability can only be used once per Turn.

**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" 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" away.

**Concentrated Fire\* [A]:** Place a Target Marker in Line of Sight at least 4" away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2" 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".

**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".

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

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

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

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

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

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

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

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

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

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

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

**Retinue (x) [T]:** This model starts with one Stamina if deployed within 3" of X. While within 3" 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.

**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.

# 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" away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2" 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" 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" 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" 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.

**Ambush [S]:** Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" 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.

**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" away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2" 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.

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

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

**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.

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

**Hook (x) [S]:** 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 give 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 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.

**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" if this model destroys another model.

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

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

**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" 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) [S]:** 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" 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. This ability can only be used once per Turn.

**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” Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

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

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

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

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

## Item Abilities

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

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

**Cumbersome [T]:** This model may be moved up to 6" if pulled by 1 Medium (or larger) model or 2 Small models, or 3" 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" 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" 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" Template on the impact point: all models under the Template are hit.

**In The Air\* [T]:**

- 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” 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”.

**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” 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” 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” from any *Enemy* models. The models may be activated during the Turn.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Tactician\*\* [S]:** Use immediately after an Activation Counter has

been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

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

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

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

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

**Travelling Biologist (x) [T]:** This model may be accompanied by up

to X *Beast* models selected from any Culture or Theme by paying the usual points cost. The *Beasts* count as *Allies*, but this model treats them as *Friendly*.

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

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

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

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

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

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

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

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

# Mercenary Abilities

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

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

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

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

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

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

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

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

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

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

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

**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" 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" of X. While within 3" 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.

**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.

**Ambush [S]:** Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6" 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*.

**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.

**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.

**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" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" 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" 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 can 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" from any *Enemy* models. The models may be activated during the Turn.

**Pitch (x) [S]:** 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" 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" from any *Enemy* models.

- During the Activation of any *Body Section* you may spend one Stamina to deploy one other *Body Section* within 6". 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" of another *Body Section*, or if any other *Body Sections* are more than 12" 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.

**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" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" 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 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.