

THE DELGON

ROBAN

Enarii - Unique

250

points

Move: 10 Tough: 3+
 Combat: 5 Stamina: 5
 Support: 0 Size: Large

Commander [L]: This model may activate up to four friendly *Elites*.

Command Range: 12"

Unstoppable [A]: This model moves at full rate even if forced to Move Cautiously, and may move through small enemy models.

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

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Eracs require 2 Oran to be blocked.

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

Very Tough* [S]: Reroll a failed Tough save.

Critical [T]: If this model is killed then the Delgon player cannot achieve a victory.



NURASEN GOHRAL

Elite - Unique

60

points

Move: 6 Tough: 6+
 Combat: 1 Stamina: 2
 Support: 1 Size: Small

Greater Authority [L]: Activate up to four friendly *Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four friendly *Troops*, who may not use any further Command Abilities.

Command Range: 6"

Tactician [S]:** Use immediately after an initiative stone has been drawn to return it to the bag and draw another stone. This ability costs two stamina to use.

Protected [T]: This model may be accompanied by up to 4 *Rare* models.

NURASEN

Elite

40

points

Move: 6 Tough: 6+
 Combat: 1 Stamina: 0
 Support: 1 Size: Small

Greater Authority [L]: Activate up to four friendly *Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four friendly *Troops*, who may not use any further Command Abilities.

Command Range: 6"

Protected [T]: This model may be accompanied by up to 4 *Rare* models.

NURAKIRA

Elite

15

points

Move: 6 Tough: 6+
 Combat: 1 Stamina: 0
 Support: 1 Size: Small

Lesser Authority [L]: Activate one friendly *Troop* or *Civilian*. Any *Troops* activated by this model may immediately activate up to four friendly *Troops*, who may not use any further Command Abilities.

Command Range: 6"

Protected [T]: This model may be accompanied by up to 1 *Rare* model.

NURALEHN

Troop

15

points

Move: 6 Tough: 6+
 Combat: 1 Stamina: 0
 Support: 1 Size: Small

Lesser Authority [L]: Activate one friendly *Troop* or *Civilian*. Any *Troops* activated by this model may immediately activate up to four friendly *Troops*, who may not use any further Command Abilities.

Command Range: 6"



THE DELGON

KALDREMAN 20
points

Bodyguard - Troop - Rare

Move: 6 Tough: 5+
Combat: 3 Stamina: 0
Support: 2 Size: Small

Command Range: 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.

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

Defender [S]: If an Adjacent friendly model is 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.

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

KALJORAN 15
points

Troop

Move: 6 Tough: 5+
Combat: 2 Stamina: 0
Support: 1 Size: Small

Command Range: 0.5"

Defensive Line [C]: During any combat while adjacent to another friendly model with *Defensive Line*, if all successful casts are Oran then each success can cancel two opposing Erac.

Charge [A]: After Moving, immediately fight a combat against an Adjacent model. Cast one additional Combat Stone. Neither side can benefit from support. This ability cannot be use if the model had to Move Cautiously.



KALDRU 20
points

Troop

Move: 6 Tough: 5+
Combat: 1 Stamina: 0
Support: 0 Size: Small

Command Range: 0.5"

Light Derak [R]: Move up to 3" then make a 3CS Blast Range Attack. Cast an additional stone for any models that are caught *Full Blast*.

KALGARKII 10
points

Troop

Move: 6 Tough: 5+
Combat: 2 Stamina: 0
Support: 1 Size: Small

Command Range: 0.5"

KALMALOG 50
points

Elite

Move: 8 Tough: 4+
Combat: 3 Stamina: 6
Support: 1 Size: Medium

Cadre [L]: Activate up to one friendly model with the *Cadre* ability.

Command Range: 6"

Sprint* [A]: After Moving, move an additional 4".

Assassinate* [A]: During this model's activation, fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

Stamina Limit [T]: This model may never use more than three stamina during one turn.

Combat Trained [C]: Recast up to two failed Combat Stones.

Overdrive* [C]: Prior to combat, this model may expend stamina, gaining one extra Combat Stone for each stamina expended.

