

FUBARNII OF THE EMPIRE

CAPTAIN DANOMAR 150 *Elite - Unique* *points*

Move: 8 Tough: 3+
Combat: 4 Stamina: 3
Support: 2 Size: Medium

Captain [L]: This model may activate up to eight friendly *Troops* or *Civilians*.

Command Range: 6"

Assassinate* [A]: Fight a combat against an Adjacent enemy model. Neither side can benefit from support.

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

Note that charge can only be used directly after Danomar's main movement.

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

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

Momentum [T]: Move up to 2" and gain one stamina if this model destroys another model.

Powerful Charge [T]: If this model moves more than 4" from its starting position during its turn it gains *Powerful* until the end of the next Combat Phase. Blows landed by a *Powerful* model are saved with a -1 modifier.

FUBARNII NOBLE 10 *Civilian* *points*

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

Command Range: 3"

Captain [L]

Militia Trainer (4, Combat Trained(1))[T]

Venerated [T]

ENUK KNIGHT 100 CAPTAIN *points*

Move: 10 Tough: 4+
Combat: 4 Stamina: 2
Support: 2 Size: Small

Captain [L]: This model may activate up to eight friendly *Troops* or *Civilians*.

Command Range: 6"

Coordinated Strike* [A]: Used during a model's activation. Immediately make an attack against an Adjacent model. Do not benefit from support, but gain one additional Combat Stone for each friendly *Troop* or *Elite* directly Engaged with the target model.

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

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

ENUK KNIGHT 25 *Troop* *points*

Move: 10 Tough: 4+
Combat: 3 Stamina: 0
Support: 1 Size: Small

Command Range: 6"

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

HOUSEHOLD KNIGHT 20 *Troop* *points*

Move: 10 Tough: 4+
Combat: 3 Stamina: 0
Support: 1 Size: Small

Command Range: 3"

Combat Trained (1)[C]

KNIGHT OF RELAN 40 *Troop* *points*

Move: 8 Tough: 3+
Combat: 3 Stamina: 0
Support: 1 Size: Medium

Command Range: 6"

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

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

Powerful Charge [T]: If this model moves more than 4" from its starting position during its turn it gains *Powerful* until the end of the next Combat Phase. Blows landed by a *Powerful* model are saved with a -1 modifier.

LIGHT CAVALRY 20 *Troop* *points*

Move: 10 Tough: 5+
Combat: 2 Stamina: 0
Support: 1 Size: Small

Command Range: 6"

Spear [R]: Move up to 10" then make a 2CS Ranged Attack against one target within 4". A spear may be thrown as long as the model is not Engaged, even if it was Engaged earlier in the turn.

FUBARNII OF THE EMPIRE

COMMANDER BRENNAR *100* *Elite - Unique* *points*

Move: 6 Tough: 4+
Combat: 3 Stamina: 2
Support: 2 Size: Small

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

Captain [L]: This model may activate up to eight friendly *Troops* or *Civilians*.

Command Range: 6"

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

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

Inspire* [T]: All models directly activated by this model gain *Inspired*. A model with *Inspired* may recast one failed Combat Stone during their next combat.

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

MILITIA COMMANDER *100* *Elite* *points*

Move: 6 Tough: 4+
Combat: 3 Stamina: 2
Support: 2 Size: Small

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

Captain [L]: This model may activate up to eight friendly *Troops* or *Civilians*.

Command Range: 6"

Coordinated Strike* [A]: Make an attack against an Adjacent model. Do not benefit from support, but gain one additional Combat Stone for each friendly *Troop* or *Elite* directly Engaged with the target model.

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

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

MILITIA CAPTAIN *50* *Elite* *points*

Move: 6 Tough: 5+
Combat: 3 Stamina: 1
Support: 2 Size: Small

Captain [L]: This model may activate up to eight friendly *Troops* or *Civilians*.

Command Range: 6"

Coordinated Strike* [A]: Used during a model's activation. Immediately make an attack against an Adjacent model. Do not benefit from support, but gain one additional Combat Stone for each friendly *Troop* or *Elite* directly Engaged with the target model.

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

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

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.

BARUK *Special* *Beast*

Move: 6 Tough: 3+
Combat: 3 Stamina: 0
Support: 1 Size: Medium

Command Range: 6"

Herd Animal: This model may never use more than 1 Erac in combat.

ENGINEER *30* *Civilian (Unique)* *points*

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

Command Range: 6"

Experimental Derak[A]: If the Engineer does not Move, and is not Engaged then it may fire its Derak during its activation. Select a target that is within Line of Sight, and is within 6". Immediately fight a combat with that model using 5 Erac. The target receives one Support if the Line of Sight was Obstructed. If there are any models Adjacent to the target model, or that Obstruct the Line of Sight then fight additional combats as above, but using only 4 Erac. The Derakeer cannot be hit by any blows during these combats.

MILITIA *10* *Troop* *points*

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

Command Range: 6"

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.

TRADER *Special* *Civilian*

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

Beast Handler [L]: Activate up to 2 friendly *Beast* models.

Command Range: 6"

ENGINEER BERU *30* *Civilian - Unique* *points*

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

Command Range: 6"

Experimental Derak [R]: Make a 4CS Blast Ranged Attack. Cast an additional stone for any models that are caught *Full Blast*.

SLINGERS *15* *Troop* *points*

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

Command Range: 6"

Staff Sling [R]: Move up to 3" then make a 2CS Ranged Attack against one target within 12".