



LEADERSHIP ABILITIES

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*.

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

Captain (X)[L]: Activate up to X friendly *Troops* or *Civilians*.

Commander (X)[L]: Activate up to X friendly or allied *Elites*, *Troops* or *Civilians*.

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

Matriarch (X)[L]: Activate up to X friendly *Jenta*.

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

Packmaster (X)[L]: Activate up to X friendly *Elites*.

ACTIVATION ABILITIES

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

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*.

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 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 or Activation Abilities for the rest of the turn.

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

Get 'em!* [A]: Select one friendly *Beast* model within this model's Command Range to fight a combat against an adjacent enemy model. Both sides may benefit from support.

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

Refuel* (X)[A]: An adjacent model with the *Fuel* ability may immediately *replenish* up to X stamina.

Sprint* (X)[A]: Move up to X". This ability may only be used after this model's Basic Movement.

Tune Up [A]: An adjacent *Mechanical* model may immediately *gain* one stamina.

Vent* [A]: Place a 3" cloud over the model. All models count as stunned while in the cloud. A stunned model loses one Combat and one Support and does not recover stamina.

COMBAT ABILITIES

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

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

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

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

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

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".

Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any friendly Eggs within 12".

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

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

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

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

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.

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

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* or *Matriarch*.

RANGED ABILITIES

Accurate: Recast up to one failed Combat Stone for this attack.

Light Weapon: This Ranged Ability may be used even if the model is engaged.

Long Range (X)*: Increase the range of this attack by X".

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

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

Quick Shot*: Make an additional Ranged 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.



TRAITS

Aggressive [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.

Alpha [T]: You may only have one model with the *Alpha* trait in a Force.

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6" away.

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

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

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

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

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*.

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

Gasmask [T]: This model is immune to effects caused by cloud templates.

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 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.

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.

Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

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

Persistent [T]: Do not remove this model when disabled, the model continues to gain stamina.

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 model with the *Powerful* trait are saved with a -1 modifier.

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

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

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

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

Safety Valve (X)[T]: If this model has X Stamina when a combat stone is drawn then it immediately uses the Vent 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.

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.

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*.

Unwieldy [T]: A model may only carry one *Unwieldy* object. Small models move at half rate if carrying an *Unwieldy* object. A model carrying an *Unwieldy* object must pay an extra stamina before it uses a Stamina Ability.

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

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.

SPECIAL

Bodyguard [S]: If an adjacent friendly *Elite* or *Civilian* model is about to take a *Tough* 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.

Momentum [S]: Gain one stamina and move up to 2" if this model destroys another model.

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.

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.

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

