

Balance: Empire

Empire Noble: 340 points, 3 elites

1 x Elder Belan Rider (50 points)

Civilian

Movement: **6"**, Attack: **5**, Support: **0**, Save: **3+**, Command Range: **4"**, Stamina: **3**, Size: **Huge**

Abilities: Commander (4), Instinctive (0, 2), Proud, Unstoppable, Venerated, Very Tough*

1 x Imperial Standard (20 points)

Elite

Movement: **6"**, Attack: **1**, Support: **1**, Save: **5+**, Command Range: **9"**, Stamina: **0**, Size: **Small**

Abilities: Persistent, Standard, Trainer (2, Retinue(Imperial Standard))

1 x Toloran Rider Captain (100 points)

Elite

Movement: **10"**, Attack: **4**, Support: **2**, Save: **4+**, Command Range: **6"**, Stamina: **2**, Size: **Small**

Abilities: Captain (6), Combat Discipline*, Combat Trained (2), Coordinated Strike*

2 x Guard Crossbow (40 points)

Troop

Movement: **6"**, Attack: **1**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Crossbow: Movement: **1"**; Range: **12"**; Attack: **2**; **Abilities:** Accurate, Powerful

1 x Guard Captain (50 points)

Elite

Movement: **6"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **6"**, Stamina: **1**, Size: **Small**

Abilities: Captain (6), Charge (1), Combat Discipline*, Combat Trained (2), Defensive Stance

4 x Noble Guard (80 points)

Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Charge (1), Combat Trained (1), Defensive Stance

Abilities Description

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

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.

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

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

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.

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

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.

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.

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.