Impure Science

Empire Core: 390 points, 4 elites

1 x Belomoch dre Hearne (30 points)

Civilian, Unique

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

Abilities: Creator (2, Belomoch dre Hearne), Refuel* (3)

2 x Automata (0 points)

Mechanical

Movement: **6"**, Attack: **1**, Support: **1**, Save: **6+**, Command Range: **0"**, Stamina: **3**, size: **Tiny**

Abilities: Fuel, Gasmask, Loyalty (Belomoch dre Hearne), Overdrive*, Sprint* (4), Unstable (0), Untrained, Vent*

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 Toloran Rider (60 points)

Troop

Movement: **10"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **0**, size: **Small**

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

2 x Guard Captain (100 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

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))

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

2 x Noble Guard (40 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.

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

Creator (x, y) [T]: This model receives X Automata at the start of the game. The Automata gain Loyalty[T] Y.

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

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 (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.

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.

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

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

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.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

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.

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.