

Protect The Herd!

Empire Core: 255 points, 2 elites

2 x Reyad (80 points)

Elite

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

Abilities: Captain (6), Concentrated Fire*

Staff Sling: Movement: 3"; Range: 18"; Attack: 2; **Abilities:** Accurate, Quick Shot*

5 x Light Cavalry (100 points)

Troop

Movement: 10", Attack: 3, Support: 1, Save: 5+, Command Range: 6", Stamina: 0, size: **Small**

Spear: Movement: 10"; Range: 4"; Attack: 3; **Abilities:** Light Weapon

4 x Slinger (60 points)

Troop

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

Staff Sling: Movement: 3"; Range: 18"; Attack: 2

2 x Setir Skerrat (15 points)

Beast, Troop

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

Abilities: Evasive, Ranger

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*.

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 Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Quick Shot* [R]: Make an additional Ranged Attack.

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