

# 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 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches 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*.