Salute Demo Force: Nobles

Empire Noble: 200 points, 2 elites

1 x Noble (10 points)

Civilian

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

Abilities: Commander (2), Coward, Proud

1 x PreePree (-20 points)

Elite, Object, Unique

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

Abilities: Proud, Unwieldy

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

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

6 x Noble Guard (120 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*.

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

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

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.

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.