

Salute Demo Force: Nobles Cavalry

Empire Noble: 200 points, 1 elite

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 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

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.

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