

# Starter Kit: Central Empire

*Empire Knights: 280 points, 2 elites*

## 1 x Knight Captain (100 points)

### Elite

Movement: **10"**, Attack: **4**, Support: **2**, Save: **4+**, Command Range: **6"**, Stamina: **2**, size: **Medium**

**Abilities:** Captain (8), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*

## 2 x Knight (50 points)

### Troop

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

**Abilities:** Combat Trained (2)

## 1 x Militia Captain (50 points)

### Elite

Movement: **6"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **6"**, Stamina: **1**, size: **Small**

**Abilities:** Captain (8), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*, Defender

## 5 x Militia (50 points)

### Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, size: **Small**

**Abilities:** Defender

## 2 x Slinger (30 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**

## Abilities Description

**Captain (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*.

**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.

**Defender [S]:** If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.