

# Starter Kit: Riverfolk (New)

*Empire Riverfolk: 305 points, 3 elites*

## 1 x Riverfolk Captain (60 points)

### Elite

Movement: **6"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **12"**, Stamina: **2**, Size: **Small**

**Abilities:** Sea Legs, Trainer (6, Sea Legs), Captain (6), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*, Well-Travelled

## 4 x Riverfolk Crew (40 points)

### Troop

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

**Abilities:** Sea Legs, Hook (2)

## 1 x Riverfolk Bolas (15 points)

### Troop

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

**Abilities:** Sea Legs

**Bolas:** Movement: **1"**; Range: **9"**; Attack: **3**; **Abilities:** Entangle (1)

## 1 x Riverfolk Kyalai (15 points)

### Troop

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

**Abilities:** Sea Legs

**Net:** Movement: **3"**; Range: **3"**; Attack: **4**; **Abilities:** Entangle (4)

## 1 x Riverfolk First Mate (40 points)

### Elite

Movement: **6"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **12"**, Stamina: **0**, Size: **Small**

**Abilities:** Sea Legs, Hook (2), Pitch (2), Captain (2), Combat Trained (1), Well-Travelled, Powerful, Favoured Allies (Tahela)

## 1 x Tahela Jenta (15 points)

### Beast

Movement: **10"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

**Abilities:** Loyalty (Elite), Charge (1), Swim (5)

## 1 x Riverknight Captain (80 points)

### Elite

Movement: **8"**, Attack: **4**, Support: **1**, Save: **4+**, Command Range: **12"**, Stamina: **2**, Size: **Small**

**Abilities:** Swim (8), Captain (6), Combat Discipline\*, Combat Trained (1), Coordinated Strike\*

## 2 x Riverknight (40 points)

### Troop

Movement: 8", Attack: 3, Support: 1, Save: 4+, Command Range: 6", Stamina: 0, Size: **Small**

**Abilities:** Swim (8), Combat Trained (1)

## Abilities Description

**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.

**Entangle (x) [C]:** The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

**Favoured Allies (x) [T]:** This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

**Hook (x) [A]:** After a normal movement, select one *Object* or model of equal size or smaller within X" and move it adjacent to this model.

**Loyalty (x) [T]:** Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

**Pitch (x) [C]:** If this model lands a blow on a model of equal size or smaller then it may move the model up to X" in any direction before they make their Toughness save roll.

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

**Sea Legs [T]:** While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

**Swim (x) [A]:** This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

**Trainer (x, y) [T]:** At the start of the game, up to X models in the force may be given the Y ability.

**Well-Travelled [T]:** This model treats all *Allies* as *Friendly* models.