Nobility

Empire Core: 375 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

4 x Militia (40 points)

Troop

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

Abilities: Defender

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*

5 x Knight (125 points)

Troop

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

Abilities: Combat Trained (2)

1 x Reyad (40 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*

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**

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*.

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*.

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4" away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

Coordinated Strike* [A]: Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

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.

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.

Proud [T]: This model may only be Activated Directly.

Quick Shot* [R]: Make an additional Ranged Attack.