

Starter Kit: Guardians of The River

Empire Riverfolk: 295 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 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 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*

3 x Riverknight (60 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*.

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.

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.