

Starter Kit: Nobles of Gar Loren

Empire Noble: 270 points, 3 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

1 x Imperial Standard (20 points)

Elite

Movement: **6"**, Attack: **1**, Support: **1**, Save: **5+**, Command Range: **9"**, Stamina: **0**, size: **Small**

Abilities: Persistent, Standard, Trainer (2, Retinue(Imperial Standard))

2 x Guard Captain (100 points)

Elite

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

Abilities: Captain (6), Charge (1), Combat Discipline*, Combat Trained (2), Defensive Stance

7 x Noble Guard (140 points)

Troop

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

Abilities: Charge (1), Combat Trained (1), Defensive Stance

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

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.

Defensive Stance [T]: Cast one additional Combat Stone if targeted by a Charge[A] attack.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

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

Standard [T]: Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

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