

# 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.