

# Inferno (campaign game)

*Empire Orel: 250 points, 2 elites*

## 1 x Orel Knight Captain (100 points)

### Elite

Movement: **10"**, Attack: **4**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **2**, size: **Small**

**Abilities:** Captain (6), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*, Graku Master

## 2 x Orel Knight (50 points)

### Troop

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

**Abilities:** Beast Handler (1), Combat Trained (1), Pack Hunter

## 1 x Orel Militia Captain (45 points)

### Elite

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

**Abilities:** Captain (6), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*, Graku Master

## 4 x Orel Militia (40 points)

### Troop

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

**Abilities:** Defender

## 1 x Graku (15 points)

### Beast

Movement: **8"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **3"**, Stamina: **0**, size: **Small**

**Abilities:** Pack Hunter, Ranger

## Abilities Description

**Beast Handler (x) [L]:** Activate up to X *Friendly Beasts*.

**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.

**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.

**Graku Master [T]:** This model may treat Graku as *Troops*.

**Pack Hunter [C]:** This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

**Ranger [T]:** This model may move over difficult terrain without *Moving Cautiously*.