

Empire Orel: 370 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

3 x Graku (45 points)

Beast

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

Abilities: Pack Hunter, Ranger

1 x Danakan (20 points)

Civilian, Unique

Movement: **6"**, Attack: **1**, Support: **0**, Save: **6+**, Command Range: **3"**, Stamina: **0**, Size: **Small**

Abilities: Captain (2), Commander (1), Diplomat (Delgon), Proud

1 x Muri (0 points)

Civilian, Unique

Movement: **6"**, Attack: **1**, Support: **0**, Save: **6+**, Command Range: **3"**, Stamina: **0**, Size: **Small**

Abilities: Loyalty (Danakan)

1 x Mounted Trader (30 points)

Civilian

Movement: **10"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Beast Handler (2)

2 x Baruk (40 points)

Beast

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

Abilities: Instinctive (0, 2)

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.

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

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.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

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

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Loyalty (x) [T]: Select a *Friendly X* model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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

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

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