

# Punishment

*Empire Orel: 400 points, 3 elites*

## 1 x Hunter (30 points)

### Elite

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

**Abilities:** Beast Handler (4), Combat Trained (2), Confuse\*, Get 'em!\*, Pathfinder (4), Ranger, Solo

## 7 x Graku (105 points)

### Beast

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

**Abilities:** Pack Hunter, Ranger

## 2 x Orel Militia Captain (90 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 Militia (40 points)

### Troop

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

**Abilities:** Defender

## 3 x Orel Knight (75 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

## 4 x Slinger (60 points)

### Troop

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

**Staff Sling:** Movement: **3"**; Range: **18"**; Attack: **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.

**Confuse\* [A]:** Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

**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.

**Get 'em!\* [A]:** Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

**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].

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

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

**Solo [T]:** If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.