

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" 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.