

# Punitive Measures

*Empire Core: 175 points, 1 elite*

## 1 x Knight Captain (100 points)

### Elite

Movement: **10"**, Attack: **4**, Support: **2**, Save: **4+**, Command Range: **6"**, Stamina: **2**, Size: **Medium**

**Abilities:** Captain (8), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*

## 3 x Knight (75 points)

### Troop

Movement: **10"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **0**, Size: **Medium**

**Abilities:** Combat Trained (2)

## Abilities Description

**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.