

# Resistance

*Empire Knights: 490 points, 3 elites*

## 1 x Captain Danomar (150 points)

### Elite, Unique

Movement: **8"**, Attack: **4**, Support: **2**, Save: **3+**, Command Range: **6"**, Stamina: **3**, size: **Medium**

**Abilities:** Assassinate\*, Captain (8), Charge (1), Combat Discipline\*, Combat Trained (2), Momentum, Powerful Charge

## 2 x Knight of Relan (80 points)

### Troop

Movement: **8"**, Attack: **3**, Support: **1**, Save: **3+**, Command Range: **6"**, Stamina: **0**, size: **Medium**

**Abilities:** Charge (1), Combat Trained (2), Powerful Charge

## 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)

## 1 x Reyad (40 points)

### Elite

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

**Abilities:** Captain (6), Concentrated Fire\*

**Staff Sling:** Movement: **3"**; Range: **18"**; Attack: **2**; **Abilities:** Accurate, Quick Shot\*

## 3 x Slinger (45 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

**Accurate [R]:** Recast up to one failed Combat Stone for this attack.

**Assassinate\* [A]:** Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

**Captain (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*.

**Charge (x) [A]:** Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

**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.

**Concentrated Fire\* [A]:** Place a Target Marker in Line of Sight at least 4" away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2" of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

**Coordinated Strike\* [A]:** Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

**Momentum [S]:** Gain one Stamina and move up to 2" if this model destroys another model.

**Powerful Charge [T]:** If this model ends its move more than 4" from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

**Quick Shot\* [R]:** Make an additional Ranged Attack.