

Catch The Belan!

Empire Core: 250 points, 2 elites

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*

2 x Knight (50 points)

Troop

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

Abilities: Combat Trained (2)

1 x Militia Captain (50 points)

Elite

Movement: **6"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **6"**, Stamina: **1**, Size: **Small**

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

5 x Militia (50 points)

Troop

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

Abilities: Defender

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.

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.