

# Cornered

*Empire Core: 475 points, 4 elites*

## 1 x Commander Brenar (100 points)

**Elite, Unique**

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

**Abilities:** Captain (8), Combat Discipline\*, Combat Trained (2), Commander (4), Inspire, Very Tough\*

## 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\*

## 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**

## 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

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

**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.

**Commander (x) [L]**: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

**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.

**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.

**Inspire [T]:** All models directly activated by this model gain one Stamina.

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

**Very Tough\* [S]:** Re-roll a failed Toughness save.