Eradication

Empire Orel: 295 points, 2 elites

1 x Orel Knight Captain (100 points)

Elite

Movement: 10", Attack: 4, Support: 1, Save: 4+, Command Range: 6", Stamina: 2,

Size: Small

Abilities: Captain (6), Combat Discipline*, Combat Trained (2), Coordinated Strike*,

Graku Master

2 x Orel Knight (50 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

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

3 x Graku (45 points)

Beast

Movement: 8", Attack: 2, Support: 1, Save: 5+, Command Range: 3", Stamina: 0, Size: Small

Abilities: Pack Hunter, Ranger

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.

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.

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].

Ranger [T]: This model may move over difficult terrain without Moving Cautiously.