

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.