The Scoundrel

Empire Core: 200 points, 1 elite

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*

4 x Knight (100 points)

Troop

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

Abilities: Combat Trained (2)

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.