

Salute Demo Force: Empire Cavalry

Empire Knights: 200 points, 1 elite

1 x Mounted Militia Captain (60 points)

Elite

Movement: **10"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **6"**, Stamina: **1**, size: **Small**

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

2 x Light Cavalry (40 points)

Troop

Movement: **10"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, size: **Small**

Spear: Movement: **10"**; Range: **4"**; Attack: **3**; **Abilities:** Light Weapon

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.

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.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.