

Salute Demo Force: Orel

Empire Orel: 200 points, 1 elite

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

4 x Orel Knight (100 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

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.

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].