Starter Kit: Knights of Orel

Empire Orel: 280 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 Orel Militia Captain (45 points)

Elite

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

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

4 x Orel Militia (40 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*.