Stinghy's Ga			Doing	Stuff				Combat						
Jnit	Туре	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range	Special Rules
itinghy Stjartdell Scorpion Men)	Heavy Riders (Leader)	7	6	4+	5+	5+	10"	-	3	4+	5+	-	-	Leader+1 to Courage tests for units within 12" of Ideader unit Leader trait: Gooder - once per turn a u with 12" may activate automatically. Counter Change: Before opponent of Insucessful attack, If sucessful mete opponent halfway and both units count as attacking. Not If battered. Venomous: Any attack die (not defenct that rolls 6 does 2 Strength damage.
corpion Guards	Heavy Riders	7	6	4+	6+	5+	10"	-	3	4+	5+	-	-	Counter Charge: See above Venomous: See above
erocious Manticore	Lesser Warbeast	10	6	4+	5+	6+	12"	-	3	4+	6+	-	-	Wild Charge: If within attack range of enemy (127), you must test to attack. When hattered. Hatred of Elves: Always attacks Elves if within range (nor of line eded) Venomous: Any attack die (not defendant oils does 2 Strength damage. Flying: Move over friends or enemies, tetrain modifiers for movement or attack, never benefit from cover. Opponents gets on cover benefit. (Ranger and Fleet Footed, covered abo

	kstabber's Gan						Stuff				Combat			
Unit	Туре	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range	Special Rules
Baahuer Backstabber Goblin Shaman)	Light Foot	5	11	4+	6+	5+	8"	-	2	5+	4+	-	-	Leader -11 to Courage tests for units within 12" of leader unit Leader trait: 15y Derkener - unit within 12" may automatically pass shoot action with rolling dice. Wizardling: 1. Almighty Prod1 - 6+, range 18", targe unit may re-roll next activation roll (on-units start of next activation passes. 2. Bonish Feor! - 6+, range 18", targe unay re-roll all courage tests (once)- un start of next activation phase. 3. Power Boil! - 7+, range 18", dark energy attack (shoot action 4+, -1 if mot than 12" away!) Wall of Spears: Go or more strength point Roll for move order to form wall (increases armour with 1 against attan ot shooting, not in rough terrain), not becoming battered or retreating.
Soblin Infantry	Light Foot	3	12	4+	6+	5+	8"	-	2	5+	4+	-	-	Wall of Spears: See above.
Goblin Infantry	Light Foot	3	12	4+	6+	5+	8"	-	2	5+	4+	-	-	Wall of Spears: See above.
notling Infantry	Light Foot	3	12(24)	4+	6+	5+	8"	-	2	5+	4+	-	-	Wall of Spears: See above.
gre Gunners	Heavy Missiles	3	6	4+	7+	6+	6"	7+	2	6+	5+	4+	12"	Weighty Projectiles (low accuracy in fac included in stats
roll Stone urlers	Heavy Missiles	3	6	4+	7+	6+	6"	7+	2	6+	5+	4+	12"	Weighty Projectiles: included in stats
rchers	Light Missiles	4	12	4+	7+	6+	6"	6+	2	6+	5+	5+	18"	-

Pethor the		notty's Gang (24 points) Type Points Strength Courage				Doing	Stuff	Shoot	Armour	Attack	Combat Defence	Special Rules		
	.,,,,				Attack					Value	Value	Shoot Value	Range	
Warchariot	Heavy Riders (Chariot)	6	6	4+	6+	5+	10"	-	4	4+	5+	-	-	Leader: 41 to Courage tests for units within 12° of leader unit Leader trait: Strong - during attacks may re-roll one attack/defence die. Chardic: May not enter rough terrain or cross walls/ditches etc. Counter Charge: Before opponent move for successful attack; roll a 7+to counte attack. If successful meet opponent hafway and both units count as attacking. Not if battered.
Boar Riders	Heavy Riders	4	6	4+	6+	5+	10"	-	3	4+	5+	-	-	Counter Charge: See above
Wolfriders	Light Riders (short range missiles)	3	6	5+	7+	5+	12"	6+	3	5+	6+	5+	6"	Skirmish Ordered activation (7+), can make half move and shoot before or aft the move. Shooting done at -1 to dice scores. Brade: After enemy successfully rolled to attack but before moving, the unit may sets to evade at -7+, that if successful gives a skirmish action targeting the attacking unit (but can not move closer, Courage test only at the end of the attack); must help unit and tacking in the charging unit then moves following the evading unit (attacking if possible). No evade if battered.
Wolfriders	Light Riders (short range missiles)	3	6	5+	7+	5+	12"	6+	3	5+	6+	5+	6"	Skirmish: See above Evade: See above
Wolfriders (Archers)	Light Riders	4	6	5+	7+	5+	12"	6+	3	5+	6+	5+	12"	Skirmish: See above Evade: See above
Giant Boars	Lesser Warbeast	4	6	4+	5+	6+	12"	-	3	4+	6+	-	-	Wild Charge: If within attack range of enemy (12"), you must test to attack. No when battered. Ranger and Fleet Footed: No modifieres when fighting or moving in roguth terrain

Suecian Lig	ht Detachn	nent (24	1 points)		Doing	Stuff				Combat			
Unit	Туре	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range	Special Rules
Warriors	Heavy Riders (Centaur)	4	6	4+	6+	5+	10"	-	3	4+	5+	-	-	Leader -41 to Courage tests for units within 12" of leader unit Leader trait. Book Shoker - one unit within 12" may automatically pass an attack activation (not wild charge) per turn. Counter Charge: Before opponent move for successful attack, roll a 7+to counte attack. If successful meet opponent halfway and both units count as attacking. Not if battered.
Warriors	Heavy Riders	4	6	4+	6+	5+	10"	-	3	4+	5+	-	-	Counter Charge: See above
Outriders	Light Riders (Centaur)	4	6	5+	7+	5+	12"	6+	3	5+	6+	5+	12"	Skirmish: Ordered activation (7+), can make halfmowe and shoot before or aft the move. Shooting done at -1 to dice scores. Evade: After enemy successfully rolled tattack but before moving, the unit may sets to evade at 7+, that if successful gives a skirmish action targeting the attacking unit (but can not move closer, Courage test only at the end of the attack). The charging unit (tatacking if possible). No evade if battered.
Outriders	Light Riders (Centaur)	4	6	5+	7+	5+	12"	6+	3	5+	6+	5+	12"	Skirmish: See above Evade: See above
oot Soldiers	Heavy Foot	4	12	4+	6+	5+	6"	-	3	5+	4+	-	-	Wall of Spears: 6 or more strength point Roll for move order to form wall (increases armour with 1 against attact not shooting, not in rough terrain), not i becoming battered or retreating.
Foot Soldiers	Heavy Foot	4	12	4+	6+	5+	6"		3	5+	4+			Wall of Spears: See above

Knights of Suecia (24 points)						Doing	Stuff				Combat			
	Туре	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range	Special Rules
Prior Lewen Hauptmann's Unit of Foot Knights	Elite Foot	6	6	3+	5+	5+	6"	-	4	3+	4+	-	-	Leader: +1 to Courage tests for units within 12" of leader unit Leader trait: 18/00 Strength! - during attacks may re-roll up to 3 attack/defenc die. Ranger: No penalty in rough terrain
oot Knights	Elite Foot	6	6	3+	5+	5+	6"	-	4	3+	4+	-	-	Ranger: No penalty in rough terrain
Mounted Knights	Elite Riders	6	6	3+	5+	7+	10"	1	4	3+	5+	-	-	Wild Charge: If within attack range of enemy (127), you must test to attack. No when battered. Counter Charge: Before opponent move for successful attack, roll a 7+ to counte attack. If successful meet opponent halfway and both units count as attacking. Not if battered.
Mounted Knights	Elite Riders	6	6	3+	5+	7+	10"	-	4	3+	5+	-	-	Wild Charge: See above Counter Charge: See above

Unit Type Warmaster Lindal Elite Ric Coamenel's Unit		Strength 6	Courage 3+	Attack 5+	Move 7+	Distance	Shoot	Armour 4	Attack Value 3+	Defence Value	Shoot Value	Range	Special Rules
	ders 6	6	3+	5+	7+	10"		4	2.				
								4	o +	5+	-	-	Leader: 41 to Courage tests for units within 12° of leader unit Leader trait: 5trong - during attacks ma re-oll one attack / defence die. Wild charge: If within attack range of enemy (12"), you must test to attack. N when battered. Counter Charge: Before opponent mov of successful attack, roll a 7 + to count attack. If successful meet opponent halfway and both units count as attacking. Not if battered.
Elf Cavalry Unit Elite Ric	ders 6	6	3+	5+	7+	10"	-	4	3+	5+	-	-	Wild Charge: See above Counter Charge: See above
Elven Archers Light Missile: (Sharps ers)		12	4+	7+	6+	6"	6+	2	6+	5+	5+	18"	-
Elven Archers Light Missile: (Sharps ers)		12	4+	7+	6+	6"	6+	2	6+	5+	5+	18"	-