

Stinghy's Gang (24 points)														
Doing Stuff					Combat					Special Rules				
Unit	Type	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range	Special Rules
Stinghy Stjartdell (Scorpion Men)	Heavy Riders (Leader)	7	6	4+	5+	5+	10"	-	3	4+	5+	-	-	<b>Leader:</b> +1 to Courage tests for units within 12" of leader unit <b>Leader trait:</b> <i>Goaded</i> - once per turn a unit with 12" may activate automatically. <b>Counter Charge:</b> Before opponent moves for successful attack, roll a 7+ to counter attack. If successful meet opponent halfway and both units count as attacking. Not if battered. <b>Venomous:</b> Any attack die (not defence) that rolls 6 does 2 Strength damage.
Scorpion Guards	Heavy Riders	7	6	4+	6+	5+	10"	-	3	4+	5+	-	-	<b>Counter Charge:</b> See above <b>Venomous:</b> See above
Ferocious Manticore	Lesser Warbeast	10	6	4+	5+	6+	12"	-	3	4+	6+	-	-	<b>Wild Charge:</b> If within attack range of enemy (12"), you must test to attack. Not when battered. <b>Hatred of Elves:</b> Always attacks Elves if within range (no roll needed) <b>Venomous:</b> Any attack die (not defence) that rolls 6 does 2 Strength damage. <b>Flying:</b> Move over friends or enemies, no terrain modifiers for movement or attack, never benefit from cover. Opponents gets no cover benefit. <b>(Ranger and Fleet Footed, covered above)</b>

Baahuer Backstabber's Gang (24 points)														
Doing Stuff					Combat					Special Rules				
Unit	Type	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+	-	-	<b>Leader:</b> +1 to Courage tests for units within 12" of leader unit <b>Leader trait:</b> <i>Sky Darkener</i> - unit within 12" may automatically pass shoot action with rolling dice. <b>Wizarding:</b> 1. <i>Almighty Prod!</i> - 6+, range 18", target unit may re-roll next activation roll (once) - until start of next activation phase. 2. <i>Banish Fear!</i> - 6+, range 18", target unit may re-roll all courage tests (once) - until start of next activation phase. 3. <i>Power Bolt!</i> - 7+, range 18", dark energy attack (shoot action 4+, -1 if more than 12" away!) <b>Wall of Spears:</b> 6 or more strength points. Roll for move order to form wall (increases armour with 1 against attacks, not shooting, not in rough terrain), not if becoming battered or retreating.
Goblin Infantry	Light Foot	3	12	4+	6+	5+	8"	-	2	5+	4+	-	-	<b>Wall of Spears:</b> See above.
Goblin Infantry	Light Foot	3	12	4+	6+	5+	8"	-	2	5+	4+	-	-	<b>Wall of Spears:</b> See above.
Snotling Infantry	Light Foot	3	12(24)	4+	6+	5+	8"	-	2	5+	4+	-	-	<b>Wall of Spears:</b> See above.
Ogre Gunners	Heavy Missiles	3	6	4+	7+	6+	6"	7+	2	6+	5+	4+	12"	<b>Weighty Projectiles (low accuracy in fact):</b> included in stats
Troll Stone hurlers	Heavy Missiles	3	6	4+	7+	6+	6"	7+	2	6+	5+	4+	12"	<b>Weighty Projectiles:</b> included in stats
Archers	Light Missiles	4	12	4+	7+	6+	6"	6+	2	6+	5+	5+	18"	-

Pethor the Snotty's Gang (24 points)															
Doing Stuff					Combat					Special Rules					
Unit	Type	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range		
Warchariot	Heavy Riders (Chariot)	6	6	4+	6+	5+	10"	-	4	4+	5+	-	-	<b>Leader:</b> +1 to Courage tests for units within 12" of leader unit <b>Leader trait:</b> <i>Strong</i> - during attacks may re-roll one attack/defence die. <b>Chariot:</b> May not enter rough terrain or cross walls/ditches etc. <b>Counter Charge:</b> Before opponent moves for successful attack, roll a 7+ to counter attack. If successful meet opponent halfway and both units count as attacking. Not if battered.	
Boar Riders	Heavy Riders	4	6	4+	6+	5+	10"	-	3	4+	5+	-	-		
Wolfriders	Light Riders (short range missiles)	3	6	5+	7+	5+	12"	6+	3	5+	6+	5+	6"		
Wolfriders	Light Riders (short range missiles)	3	6	5+	7+	5+	12"	6+	3	5+	6+	5+	6"		
Wolfriders (Archers)	Light Riders	4	6	5+	7+	5+	12"	6+	3	5+	6+	5+	12"		
Giant Boars	Lesser Warbeast	4	6	4+	5+	6+	12"	-	3	4+	6+	-	-	<b>Wild Charge:</b> If within attack range of enemy (12"), you must test to attack. Not when battered. <b>Ranger and Fleet Footed:</b> No modifiers when fighting or moving in rough terrain.	

Suecian Light Detachment (24 points)															
Doing Stuff					Combat					Special Rules					
Unit	Type	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range		
Warriors	Heavy Riders (Centaur)	4	6	4+	6+	5+	10"	-	3	4+	5+	-	-	<b>Leader:</b> +1 to Courage tests for units within 12" of leader unit <b>Leader trait:</b> <i>Bone Shaker</i> - one unit within 12" may automatically pass an attack activation (not wild charge) per turn. <b>Counter Charge:</b> Before opponent moves for successful attack, roll a 7+ to counter 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+	-	-		
Outriders	Light Riders (Centaur)	4	6	5+	7+	5+	12"	6+	3	5+	6+	5+	12"		
Outriders	Light Riders (Centaur)	4	6	5+	7+	5+	12"	6+	3	5+	6+	5+	12"		
Foot Soldiers	Heavy Foot	4	12	4+	6+	5+	6"	-	3	5+	4+	-	-		
Foot Soldiers	Heavy Foot	4	12	4+	6+	5+	6"	-	3	5+	4+	-	-	<b>Wall of Spears:</b> 6 or more strength points. Roll for move order to form wall (increases armour with 1 against attacks, not shooting, not in rough terrain), not if becoming battered or retreating.	

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

Elves of the Fine Lands (24 points)															
Doing Stuff					Combat					Special Rules					
Unit	Type	Points	Strength	Courage	Attack	Move	Distance	Shoot	Armour	Attack Value	Defence Value	Shoot Value	Range		
Warmaster Lindal Coamene's Unit	Elite Riders	6	6	3+	5+	7+	10"	-	4	3+	5+	-	-	<b>Leader:</b> +1 to Courage tests for units within 12" of leader unit <b>Leader trait:</b> Strong - during attacks may re-roll one attack/defence die. <b>Wild Charge:</b> If within attack range of enemy (12"), you must test to attack. Not when battered. <b>Counter Charge:</b> Before opponent moves for successful attack, roll a 7+ to counter attack. If successful meet opponent halfway and both units count as attacking. Not if battered.	
Elf Cavalry Unit	Elite Riders	6	6	3+	5+	7+	10"	-	4	3+	5+	-	-	<b>Wild Charge:</b> See above <b>Counter Charge:</b> See above	
Elven Archers	Light Missiles (Sharpshooters)	6	12	4+	7+	6+	6"	6+	2	6+	5+	5+	18"		
Elven Archers	Light Missiles (Sharpshooters)	6	12	4+	7+	6+	6"	6+	2	6+	5+	5+	18"		