

Name	# in		Attack		Defense		Species	Type	W/B/R	Personality	Size
	Unit	Fire	Move	Dice	Modifier						
Orc Mounted May charge, +3 impact dice,	3		12	9	-2		Orc	Unit	7/4/4	Terrifying	Large
Orc Leader May charge, +3 impact dice +1 die to any unit within 12"			12	9	-2		Orc	Hero	7/6/6	Terrifying	Large
Orc Infantry May charge +2 impact dice	4		8	6	-2		Orc	Unit	4/4/4	Trained	Medium
Skeleton Infantry No Flesh: Shooting has no effect on this figure, may charge +2 to the attack dice because of the halberd	4		8	4	0		Undead	Unit	4/3/3	Mob	Medium
Slaver May charge, may fire even if charging		12 5	8	6	-1		Undead	Hero	4/4/6		Medium
Dragon Infantry May charge, +2 impact dice	3		10	8	-3		Dragon	Unit	9/6/6	Terrifying	Large
Human Pike May charge, +1 to die roll against large or greater	4		8	5	-2		Human	Unit	4/4/3		Medium
Human Archers	4	20 6	8	4	-1		Human	Unit	4/3/3		Medium
Cyclops May charge, +2 impact dice			9	10	-2		Monster	Hero	6/4/6		Large
Dragon Riders Flying: When flying he ignores all terrain cost and engagement rules. He is still subject to leaving contact rules Fire Breathing: For fire breathing us template. It is 8 dice +4 to the die roll attack to any thing in the template. May not breath if in contact May charge, +5 impact dice		24 8	8/18	7/5/5	-4		Dragon	Hero	9/8/6	Terrifying	Huge
Dragon King Wizard 3 May charge, +3 impact dice Eternal Hatred: Before each turn roll a d20. On a 17+ he charges the nearest enemy and destroy's it removing it from the game. He then takes 4 hits			12	10	-4		Human	Hero	8/8/8	Terrifying	Large
Catapult Minimum range 5" max 30"	4	5/30 9	6	3	-2		Undead	Unit	0/3/3		Large

Name	# in		Attack	Defense	Damage		Personality	Size	
	Unit	Fire	Move	Dice	Modifier	Type			W/B/R
Leader Unshaken: No troops within 24" rout			12	8	-3	Leader	8/5/4	Disciplined	Medium
Sub-Leader Follow Me!: +2 to the die roll and +2 dice for any knights within 12"			12	7	-3	Leader	6/5/4	Disciplined	Medium
Wizard 3			8	6	-1	Hero	4/4/4	Terrifying	Medium
Swords of The Fea Flying: When flying he ignores all terrain cost and engagement rules. He is still subject to leaving contact rules May charge			8/14	6	-1	Unit	6/4/3	Valiant Magical	Medium
Centaur May Charge +2 impact dice			12	6	-1	Unit	5/5/3	Valiant Magical	Large
Scorpion Killing Shot; all 19 or 20 rolls allows for a second roll of 9+, if successful the target loses ½ its remaining damage points		36 8	5	3	0	Unit	4/3/2		Medium
Knights May Charge, +3 impact dice			10	8	-2	Unit	6/6/5	Disciplined	Large
War Elephant May charge: +7 impact dice, +2 to the die roll All enemy horse with in 30" must morale check on a 12+ or they will move out of range next move. If they stay they are -3 to all combat die rolls Elephants are treated as Mob for morale. If they roll a 1-4 they rampage. Roll for random direction and they move full and attack any thing in its way.		24 12	10	8	-4	Mob	5/5/10	Terrifying	Huge
Pike If not moving +4 to the die roll and +2 dice against any thing large or greater			7	6	-2	Unit	4/5/4	Disciplined	Medium
Foot May charge +1 impact			7	6	-2	Unit	5/4/4	Valiant	Medium
Shooters		24 6	8	4	-1	Unit	4/3/3		Medium
Griffin Riders Flying: When flying he ignores all terrain cost and engagement rules. He is still subject to leaving contact rules May charge +6 impact dice Armored beak and claws, reduce the armor of any target by 2 Diving attack +4 to die roll against other flyers use opposed die roll. Who ever has the high die can determine higher			10/20	8/6/6	-4	Hero	9/9/7	Terrifying	Huge