



Barbarians

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Barbarian Warrior	11	6"	1	2 - shield	1	7	1 / 2		
Barbarian with 2 weapons	11	6"	1	1	1	7	2 / 2		
Barbarian Spearman	17	6"	1	1	1	7	1 / 2, Long Weapon		
Barbarian with 2 handed weapons	8	6"	1	1	1	7	1 / 2 - Str (2), Last Strike		
Barbarian with Javelins	22	7"	1	1	1	7	1 / 2	Javelin (9"): 1 / 2 Str (1), Natural	
Barbarian with Javelins and Shield	24	6"	1	2 - shield	1	7	1 / 2 - Str (1), Long Weapons	Javelin (9"): 1 / 2 Str (1)	
Barbarian with Bows	23	6"	1	1	1	7	1 / 2	Bow (21"): 1 / 2 Str (1)	
Berserkers	13	6"	1	0	1	8	2 / 2 - Str (1)		Berserk
Scouts	12	7"	1	1	1	8	1 / 3		Infiltrate (15)
Scouts with Javelins	30	7"	1	1	1	8	1 / 3	Javelin (9"): 1 / 3 Str (1), Natural	Infiltrate (38)
Scouts with Bows	32	7"	1	1	1	8	1 / 3	Bow (21"): 1 / 3 Str (1)	Infiltrate (40)
Light Cavalry	22	16"	2	2	1	7	1 / 2 - Str (1) Horse: 1 / 2		Base: 2
Light Cavalry with Lances and Bows	41	16"	2	2	1	7	1 / 2 - Str (1), Long Weapon Horse: 1 / 2	Bow (21"): 1 / 2 Str (1)	Base: 2
Light Cavalry with Lances	27	16"	2	2	1	7	1 / 2 - Str (1), Long Weapon Horse: 1 / 2		Base: 2
Horse Archers	36	16"	2	2	1	7	1 / 2 - Str (1) Horse: 1 / 2	Bow (21"): 1 / 2 Str (1)	Base: 2
Medium Cavalry	33	14"	2	3	1	8	1 / 3 - Str (1), Long Weapon Horse: 1 / 2		Base: 2



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Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Hero	90	6"	2	2 fixed - Evasion (1)	2	9 - Fearless	3 / 3 - Str (2) Magical, First Strike	(1 / 4)	
Great Hero	155	6"	3	2 fixed - Evasion (2)	3	10 - Fearless	3 / 4 - Str (2) Magical, First Strike	(1 / 3)	
Shaman	309	6"	3	2 fixed	4	10 - Fearless	2 / 3 - Str (1), Magical	(1 / 3)	Spell Caster: Air, Nature, Chaos