

Empire of Marr

Troops

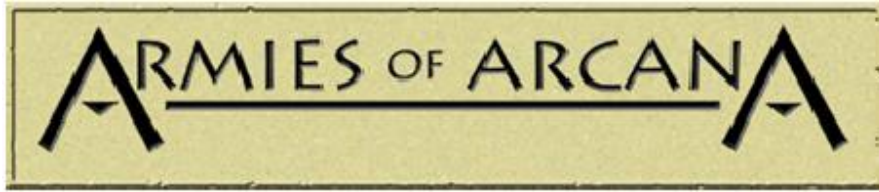
Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Praetorian	34	5"	1	3 - Shield	1	9	1 / 3 - Str (1)	Pilum (6"): 1 / 3 - Str (1) - Natural	Testudo Disciplined
Legionnaire	25	5"	1	3 - Shield	1	8	1 / 2	Pilum (6"): 1 / 2 - Str (1), Natural	Testudo Disciplined
Bowman	25	5"	1	2	1	8	1 / 2	Bow (21"): 1 / 2 - Str (1)	Disciplined
Cavalry	25	14"	2	3	1	8	1 / 2 - Str (1) Horse: 1 / 2		Disciplined
Auxiliary Warrior	11	6"	1	2 - Shield	1	7	1 / 2		
Auxiliary Spearman	17	6"	1	2 - Shield	1	7	1 / 2 - Str (1) Long Weapons		
Auxiliary Bowman	23	6"	1	1	1	7	1 / 2	Bow (21"): 1 / 2 - Str (1)	
Auxiliary Javelin	23	7"	1	1 - Shield	1	7	1 / 2	Javelin (9"): 1 / 2 - Str (1), Natural	
Auxiliary Cavalry	22	16"	2	2	1	7	1 / 2 - Str (1) Horse: 1 / 2		
Auxiliary Horse Archer	29	16"	2	2	1	7	1 / 2 - Str (1) Horse: 1 / 2	Shortbow (15"): 1 / 2 - Str (0)	

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Centurion	75	6"	2	3 Fixed	2	9 Fearless	3 / 3 - Str (1) Magic, First Strike	(1 / 3)	
Legate	136	6"	3	3 Fixed Evasion (1)	3	10 Fearless	3 / 4 - Str (2) Magic, First Strike	(1 / 4)	
Priest	299	6"	3	2 Fixed	4	8 Fearless	2 / 3 - Str (1) Magic	(1 / 3)	Spell Caster: Fire, Earth, Life
Child of the Gods	172	6"	4	3 Fixed Evasion (1)	3	10 Fearless	4 / 4 - Str (2) Magic, First Strike	(1 / 4)	
Auxiliary Sergeant	55	6"	2	2 Fixed	2	9 Fearless	2 / 3 - Str (1) Magic, First Strike	(1 / 3)	

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Artillery

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Heavy Onager	298	4"	4	3 Fixed	1	8	Wounds / 2	Stone: (36") 1 / 3 Str(3), 2d3 Hits, d3 wnds OR Shot: (24") 1 / 3 Str (1), 4d3 hits	Base: 9