

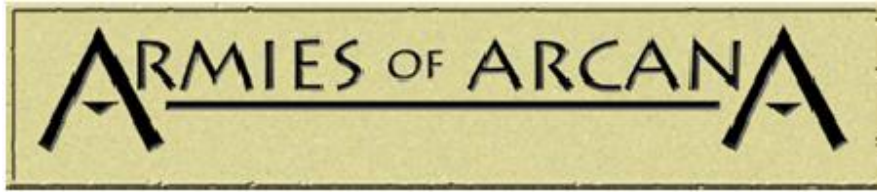
The Giant Kings

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Young Giant	183	8"	6	3 Missile +2	2	8 - Fearless	2 / 3 Str (4) d3 wounds, or; Sweep (10) / 3, Str (3)	Rocks (15"): 1 / 2 Str (2), d3 wounds, natural	Base: 9
Adult Giant	230	8"	7	3 Missile +2	2	9 - Fearless	2 / 4 Str (4) d3 wounds, or; Sweep (12) / 3, Str (3)	Rocks (15"): 1 / 3 Str (2), d3 wounds, natural	Base: 9
Elder Giant	288	8"	8	3 Missile +2	2	10 - Fearless	2 / 4 Str (4) d3 wounds, or; Sweep (15) / 4, Str (3)	Rocks (15"): 1 / 3 Str (2), d3 wounds, natural	Base: 9
Special Equipment									
Rollers	+ 35	6"					When using ramming attacks, giants are vulnerable to first strike from Long Weapons.		Ram: 12 / 3 Str (2)
Lobbers (fires every other turn)	+ 72							Lobber (18"): 1 / 3 Str(1), 3d3 hits, Artillery	
Ballista	+ 162							Ballista (30"): 1 / 3 Str (3), d3 hits, d3 wounds, Artillery	

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Marshall	424	8"	10	4 Missile +2	3	11 - Fearless	3 / 4 Str (4) 2d3 wounds, or; Sweep (15) / 4, Str (3)	Rocks (15"): 1 / 4 Str (2), d3 wounds, Natural	Base: 9;



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Priest	348	8"	8	3 Missile +2	4	10 - Fearless	2 / 3 Str (4) d3 wounds, or; Sweep (10) / 3, Str (3)	Rocks (15"): 1 / 3 Str (2), d3 wounds, natural	Base: 9 Magic: General Spells only
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All Giants have the ability to Negate First Strike from Long Weapons, because of training to use their better reach.

All Giants in a unit may buy one identical piece of special equipment, including leaders. Only the VP of the weapon is considered elite, not the Giant's VP.

Any Giant always has the option to attack a hero in melee instead of normal troops. Normal Troops may target hero Giants in melee.