

Graccans

Troops

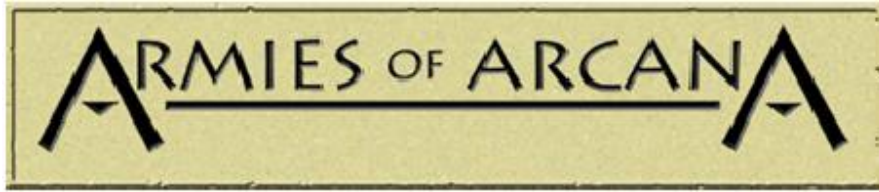
Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Elite Phalangite	28	4"	1	3 - Shield	1	9	1 / 3 - Str (1), Long Weapons		Phalanx
Phalangite	20	4"	1	3 - Shield	1	8	1 / 2 - Str (1), Long Weapons		Phalanx
Green Phalangite	14	4"	1	3 - Shield	1	7	1 / 1 - Str (1), Long Weapons		Phalanx
Regular Hoplites	11	5"	1	3 - Shield	1	7	1 / 2		
Elite Hoplites	21	5"	1	3 - Shield	1	8	1 / 3 - First Strike		
Slinger	11	7"	1	0	1	7	1 / 1	Slings (15"): 1 / 2 Weak	
Elite Slinger	15	7"	1	0	1	8	1 / 2	Slings (15"): 1 / 3 Weak	
Archer	16	6"	1	1	1	7	1 / 2	Short Bow (15"): 1 / 2 - Str (0)	
Skirmisher	23	7"	1	1	1	8	1 / 2	Javelin (9"): 1 / 2 Str (1), Natural	Infiltrate (29)
Light Cavalry	22	16"	2	2	1	7	1 / 2 - Str (1) Horse - 1 / 2		Base: 2
Light Cavalry with Spears	27	16"	2	2	1	7	1 / 2 - Str (1) Long Weapons Horse - 1 / 2		Base: 2
Light Cavalry with Short Bows	29	16"	2	2	1	7	1 / 2 - Str (1) Horse - 1 / 2	Short Bow (15"): 1 / 2 - Str (0)	Base: 2
Medium Cavalry	23	14"	2	3	1	7	1 / 2 - Str (1) Horse - 1/2		Base: 2
Medium Cavalry with Lances	28	14"	2	3	1	7	1 / 2 - Str (1) Long Weapons Horse - 1 / 2		Base: 2
Pegasi Cavalry	81	18" 20" Flying	3	0 Evasion (1)	2	8	1 / 3 - Str (1) Long Weapons 2 / 2 - Str (1)		Base: 4

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Champion	87	6"	2	3 Fixed Evasion (1)	2	9 - Fearless	3 / 3 - Str (1) Magic First Strike	(1 / 3)	
General	134	6"	3	3 Fixed Evasion (1)	2	10 - Fearless	3 / 4 - Str (2) Magic First Strike	(1 / 4)	

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Oracle	332	6"	3	2 Fixed Evasion (1)	4	8 - Fearless	2 / 3 - Str (1) Magic First Strike	(1 / 3)	Magic: Earth, Water, Life
Child of the Gods	172	6"	4	3 Fixed Evasion (1)	3	10 Fearless	4 / 4 - Str (2) Magic, First Strike	(1 / 4)	May not lead Phalanx

* Phalanx units may strike forward with the first 3 ranks when in RaF