

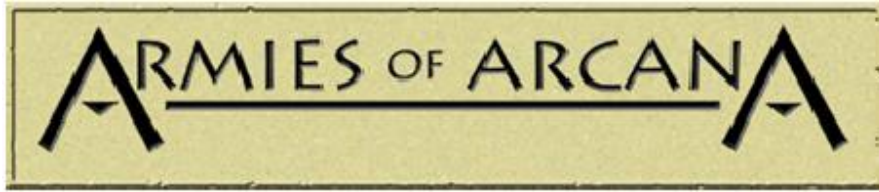
Halflings and Centaurs

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Halfling	16	5"	1	0 Evasion (1)	3	8	1 / 2 - Weak		
Halfling Spearmen	23	5"	1	1 Evasion (1)	3	8	1 / 2 - Long Weapons		
Halfling Militia (Sword and Shield)	18	5"	1	2 – Shield Evasion (1)	3	8	1 / 2 - Weak		
Halfling Slingers	25	5"	1	0 Evasion (1)	3	8	1 / 2 - Weak	Sling (12"): 1 / 3 Str (0)	
Halfling Bowmen	32	5"	1	0 Evasion (1)	3	8	1 / 2 - Weak	Shortbow (15"): 1 / 3 - Str (1)	
Centaur	22	16"	2	0	2	8	Hand: 1 / 2 - Str (1) Hoof: 1 / 2 - Str (1)		
Centaur Bowman (Elite)	72	16"	2	0	2	8	Hand: 1 / 2 - Str (1) Hoof: 1 / 2 - Str (1)	Longbow (27"): 1 / 3 - Str (2), Natural attack	
Centaur Knight	33	16"	2	3	2	8	1 / 2 - Str (1), Long Weapon Hoof: 1 / 2 - Str (1)		

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Squire	97	5"	3	1 Evasion (2)	3	10	2 / 3 - Str (1), Magical, First Strike	(1 / 4)	
Sheriff	65	5"	2	1 Evasion (1)	3	9	3 / 3 - Magical, First Strike	(1 / 4)	
Bishop	306	5"	3	2 Fixed Evasion (1)	4	9	2 / 2 - Str (1), Magical	(1 / 3)	Spell Caster Life, Nature
Centaur Hero	159	16"	4	2 Fixed Evasion (1)	3	9 – Fearless	3 / 4 – Str (3), Magical, First Strike	(1 / 4)	Base:2 Cannot be mounted
Centaur Champion	120	16"	3	2 Fixed Evasion (1)	2	8 - Fearless	3 / 4 – Str (2) Magical, First Strike	(1 / 4)	Base:2 Cannot be mounted



Halflings and Centaurs

Artillery

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Great Sling (Fires Every Turn)	94	4"	4	3 Fixed	3	8	Wounds / 2	Stones (18"): 1 / 3 - Str (1), d3 hits, Artillery	Base: 4