



Leonine

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Cougar Warriors	13	7"	1	1 - Shield	2	8	1 / 2		
Cougar Spearmen	19	7"	1	1 - Shield	2	8	1 / 2 Str (1) Long Weapon		
Cougar Bowmen	25	7"	1	1	2	8	1 / 2	Shortbow (15") 1 / 2 Str (1)	
Cougar Guard	15	7"	1	2	2	8	2 / 2		
Panther Stalkers	29	7"	1	2 - Evasion (1)	2	9	1 / 3 Str (1) First Strike		Infiltrate (36)
Hunting Cats	26	14"	2	0	1	7	3 / 3 Str (1)		
Hunting Cat Scout Riders	48	14"	3	1	2	8	1 / 2 3 / 3 Str (1)	Shortbow (15") 1 / 2 Str (1)	
Lionmen	27	7"	2	3	2	8 Fearless	1 / 3 Str (2)		
Lioness Guard	26	7"	1	2 - Shield	2	9	1 / 3 Str (1) Long Weapon		
Lynx Scouts	24	7"	1	2	2	8	1 / 2	Shortbow (15") 1 / 2 Str (1)	Infiltrate (30)
Smiladon Warriors	33	7"	3	2	2	9 Fearless	2 / 3 Str (2)		Base 4

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Lion King	186	7"	4	3 Fixed Evasion 1	4	11 Fearless	3 / 4 Str (3) Magical, First Strike	(1 / 3)	
Lionmen Champion	104	7"	3	3 Fixed	3	10 Fearless	3 / 3 Str (2) Magical, First Strike	(1 / 3)	
Lioness Queen	98	7"	3	2 Fixed Evasion 1	3	9 Fearless	3 / 3 Str (1) Magical, First Strike	(1 / 3)	Spellcaster Earth, Nature or Fire (+250 VP)
Cougar Champion	80	7"	3	2 Fixed	2	9 Fearless	3 / 3 Str (1) Magical, First Strike	(1 / 3)	