



## Wolfen

### Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Swordsmen	13	8"	1	2- Shield	1	7	1 / 2 - Str (1)		
Spearmen	16	8"	1	1	1	7	1 / 2 - Str (1) Long Weapons		
Javelins	24	10"	1	1	1	7	1 / 2 - Str (1)	Javelin (9"): 1 / 2 Str (1), Natural	
Bows	24	8"	1	1	1	7	1 / 2	Bow (21"): 1 / 2 Str (1)	
Scouts with Bows	35	8" Forester	1	1	1	8	2 / 2	Bow (21"): 1 / 3 Str (1)	Infiltrate (44)
Hunters	26	10" Forester	1	0 Evasion (1)	1	8	2 / 3 - Str (1)		Infiltrate (33)
Night Guard	25	8"	2	3	1	8	2 / 3 - Str (1)		
Lunatics	20	10"	2	0	1	8	2 / 3 - Str (1)		Berserk
Great Wolves	32	18" Forester	2	0	2	8	1 / 4 - Str (2) d3 Wounds		Base:2

### Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Champion	89	10"	2	3 Fixed Evasion (1)	2	9 - Fearless	3 / 3 - Str (1) Magic, First Strike		
Lord	139	10"	3	3 Fixed Evasion (1)	3	10 - Fearless	3 / 4 - Str (2) Magic, First Strike		
Shaman	344	10"	3	2 Fixed Evasion (1)	4	10 - Fearless	2 / 3 - Str (1) Magic, First Strike		Spellcaster: Nature, Earth, Chaos
Great Wolf Pack Leader	98	18" Forester	3	0 Evasion (2)	3	9 - Fearless	1 / 5 - Str (2), 2d3 wounds		Base: 2; Cannot be mounted
Great Wolf for Heroes (mount only)	32	18" Forester	2	0	2	8	1 / 4 - Str (2) d3 Wounds		Base:2