

Amount	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
1	Witchhunter	d8	d8	d10	-	-	Fearless, Heavy Armor, General	26
Witchhunter Rules: Fearless: This unit is Fearless. Fearless units ignore fear and treat terror as fear. Heavy Armor: This unit has heavy armor.								
Witchhunter Upgrades: General General: This unit has the General designation.								
2	Halberdiers	d6	d10	d12	-	-	Standard, Musician, Spear, Shield, Heavy Armor, Shields	50
Halberdiers Upgrades: Standard Standard: Roll an additional die per standard on command rolls. Musician Musician: When performing a rally action, a unit containing a musician may remove oen disordered token for free [without paying additional cost]. Spear Spear: Hard counter versus beasts, behemoths, cavalry, and monstrous creatures. Shield Shields: Default defense. Heavy Armor Heavy Armor: This unit has heavy armor.								
1	Cannon	d4	d12	d8	D20 plus default	d8	Damage, Aim, Cannon, War Machine, Reload	36
Cannon Rules: Damage: This unit has the damage trait. Aim: This unit may use aim when making a ranged attack. Cannon: Cannons are a hard counter versus behemoths and monstrous creatures at range. War Machine: This unit is considered war machine for the purpose of counters. Reload: A unit must perform a reload action after each ranged attack before another ranged attack of any sort can be made with the weapon.								
2	Catapult	d4	d12	d8	Indirect Fire Attack	Full D10 / Splash D12	Catapult, Reload, War Machine	80
Catapult Rules: Catapult: Hard counter versus hordes and swarms. Reload: A unit must perform a reload action after each ranged attack before another ranged attack of any sort can be made with the weapon. War Machine: This unit is considered war machine for the purpose of counters.								
2	Knights	d8	d8	d10	-	-	Cavalry, Drive Back, Impact, Fearless, Heavy Armor, Lance, Shield, Shields	78
Knights Rules: Cavalry: This unit is considered cavalry for the purpose of counters. Cavalry may not move laterally or backwards. Drive Back: This unit has the drive back ability. Impact: Impact allows a unit to perform impact hits. Impact is a soft counter cersus infantry, cavalry, and beasts. Fearless: This unit is Fearless. Fearless units ignore fear and treat terror as fear.								
Knights Upgrades: Heavy Armor Heavy Armor: This unit has heavy armor. Lance Lance: Hard counter versus all units on impacts. Shield Shields: Default defense.								
1	Elephant	d6	d8	d8	-	-	Behemoth, Damage, Fear, Rampage	30
Elephant Rules: Behemoth: This unit is considered behemoth for the purpose of counters. Damage: This unit has the damage trait. Fear: This unit causes fear. Rampage: This unit has the rampage trait.								
Total Points:								300