	Name	MOV	CQ	BAR	Range	Damage	Specials	Points
1	Witchhunter	d8	d8	d10	-	-	Fearless, Heavy Armor, General	26
Fearl	unter Rules: ess: This unit is y Armor: This ur				s ignore fear and	l treat terror as fea	ır.	,
Genera	unter Upgrades Il ral: This unit has		neral d	esianatio	on			
2	Halberdiers	d6	d10	d12	-	-	Standard, Musician, Spear, Shield, Heavy Armor, Shields	50
Halberd Standa	<u> </u> liers Upgrades: ırd	<u> </u> :					,	
Stand		ditional di	ie per s	standard	on command ro	olls.		
Music		orming a	rally ad	ction, a ι	unit containing a	musician may ren	nove oen disordered token for free [without pay	ing
Spear Spea	r: Hard counter v	versus be	easts, l	pehemot	ths, cavalry, and	monstrous creatu	res.	
Shield Shield	ds: Default defer	nse.						
Heavy Heav	Armor y Armor: This ur	nit has he	eavy ar	mor.				
					D20 plus	d8	Damage, Aim, Cannon, War Machine,	30
Dama Aim: Cann		e aim wh e a hard	nen ma counte	iking a ra r versus	default anged attack. behemoths and	monstrous creaturpose of counters.	Reload	3
Cannor Dama Aim: Cann War N	n Rules: age: This unit ha This unit may us on: Cannons are Machine: This ur ad: A unit must p	s the dar se aim whee a hard nit is cons	mage to nen ma counte sidered	rait. iking a ra r versus I war ma	anged attack. behemoths and achine for the purafter each range	monstrous creaturpose of counters.d attack before an	Reload	ith the
Cannor Dama Aim: Cann War N Reloa weap	n Rules: age: This unit ha This unit may us on: Cannons are Machine: This ur ad: A unit must p on. Catapult	as the dan se aim whe a hard nit is conserform a	mage to nen ma counte sidered reload	rait. king a ra r versus war ma action a	anged attack. behemoths and achine for the puafter each range	l monstrous creatu rpose of counters. d attack before an	Reload res at range. other ranged attack of any sort can be made w	ith the
Cannor Dama Aim: Cann War N Reloa weap 2 Catapu Catapu Reloa weap	a Rules: age: This unit ha This unit may us on: Cannons are Machine: This ur ad: A unit must p on. Catapult It Rules: bult: Hard counte ad: A unit must p on.	s the dange aim where a hard nit is conserform a d4	mage to the man and the man an	rait. Iking a rait. Ir versus I war ma action a d8	anged attack. behemoths and achine for the pure after each range. Indirect Fire Attack varms. after each range.	monstrous creaturpose of counters. d attack before an Full D10 / Splash D12	Reload res at range. other ranged attack of any sort can be made w Catapult, Reload, War Machine other ranged attack of any sort can be made w	ith the
Cannor Dama Aim: Cann War N Reloa weap 2 Catapu Catapu Reloa weap	a Rules: age: This unit ha This unit may us on: Cannons are Machine: This ur ad: A unit must p on. Catapult It Rules: bult: Hard counte ad: A unit must p on.	s the dange aim where a hard nit is conserform a d4	mage to the man and the man an	rait. Iking a rait. Ir versus I war ma action a d8	anged attack. behemoths and achine for the pure after each range. Indirect Fire Attack varms. after each range.	I monstrous creaturpose of counters. d attack before an Full D10 / Splash D12	Reload res at range. other ranged attack of any sort can be made w Catapult, Reload, War Machine other ranged attack of any sort can be made w	ith the
Cannor Dama Aim: Cann War N Reloa weap 2 Catapu Catapu Reloa weap War N 2 Knights Cava Drive Impac	Rules: age: This unit ha This unit may us on: Cannons are Machine: This ur ad: A unit must p on. Catapult It Rules: bult: Hard counte ad: A unit must p on. Machine: This ur Knights Brules: Iry: This unit is of Back: This unit ot: Impact allows	s the dange aim where a hard hit is conserform a danger da	mage to the man counter sidered reload d12 d12 d8 ded cavadrive base performance and the man counter the man c	rait. king a ra r versus l war ma action a d8 s and sw action a d war ma d10 lry for the ack ability m impaction	anged attack. behemoths and achine for the purpose of coty. ct hits. Impact is	monstrous creaturpose of counters. d attack before an Full D10 / Splash D12 d attack before an rpose of counters	Reload res at range. other ranged attack of any sort can be made w Catapult, Reload, War Machine other ranged attack of any sort can be made w Cavalry, Drive Back, Impact, Fearless, Heavy Armor, Lance, Shield, Shields ay not move laterally or backwards. sus infantry, cavalry, and beasts.	ith the
Cannor Dama Aim: Cann War N Reloa weap 2 Catapu Catapu Catap Reloa weap War N 2 Knights Cava Drive Impac Fearl Knights Heavy	Rules: age: This unit ha This unit may us on: Cannons are Machine: This un d: A unit must p on. Catapult It Rules: bult: Hard counte d: A unit must p on. Machine: This un Knights Rules: lry: This unit is of Back: This unit of: Impact allows ess: This unit is Upgrades: Armor	s the dange aim when a hard hit is conserform a d4 d4 der versus erform a d8	mage to the nen ma counte sidered reload d12 d12 d8 d cava drive ba o perfori. Fearle	rait. Iking a rar versus action a action acti	anged attack. behemoths and achine for the purpose of coty. ct hits. Impact is	monstrous creaturpose of counters. d attack before an Full D10 / Splash D12 d attack before an rpose of counters unters. Cavalry may a soft counter cer	Reload res at range. other ranged attack of any sort can be made w Catapult, Reload, War Machine other ranged attack of any sort can be made w Cavalry, Drive Back, Impact, Fearless, Heavy Armor, Lance, Shield, Shields ay not move laterally or backwards. sus infantry, cavalry, and beasts.	ith the
Cannor Dama Aim: Cann War N Reloa weap 2 Catapu Catapu Catapu Catapu Catapu Catapu Catapu Reloa weap War N 2 Knights Cava Drive Impac Fearl Knights Heavy Heav Lance	Rules: age: This unit ha This unit may us on: Cannons are Machine: This un d: A unit must p on. Catapult It Rules: oult: Hard counte d: A unit must p on. Machine: This un Knights Rules: lry: This unit is of Back: This unit ot: Impact allows ess: This unit is Upgrades:	s the dange aim where a hard nit is conserform a d4 d4 der versus erform a d8	mage to the man counter sidered reload days decays and cava drive basing performs. Fearly and cavy are savy are	rait. king a ra r versus I war ma action a d8 s and sw action a I war ma d10 lry for th ack abilit rm impacess units	Indirect Fire Attack Attack Attack Attack Attachine for the purpose of conty. Ct hits. Impact is signore fear and	monstrous creaturpose of counters. d attack before an Full D10 / Splash D12 d attack before an rpose of counters unters. Cavalry may a soft counter cer	Reload res at range. other ranged attack of any sort can be made w Catapult, Reload, War Machine other ranged attack of any sort can be made w Cavalry, Drive Back, Impact, Fearless, Heavy Armor, Lance, Shield, Shields ay not move laterally or backwards. sus infantry, cavalry, and beasts.	ith the
Cannor Dama Aim: Cann War N Reloa weap 2 Catapu Catapu Catap Reloa weap War N 2 Knights Cava Drive Impac Fearl Knights Heavy Heav Lance Lance Shield	Rules: age: This unit ha This unit may us on: Cannons are Machine: This ur d: A unit must p on. Catapult It Rules: bult: Hard counte d: A unit must p on. Machine: This ur Knights Rules: Iry: This unit is c Back: This unit ct: Impact allows ess: This unit is Upgrades: Armor y Armor: This ur	s the dange aim where a hard hit is conserform a d4 d4 der versus erform a d8 descended d8 d8 descended d8	mage to the man counter sidered reload days decays and cava drive basing performs. Fearly and cavy are savy are	rait. king a ra r versus I war ma action a d8 s and sw action a I war ma d10 lry for th ack abilit rm impacess units	Indirect Fire Attack Attack Attack Attack Attachine for the purpose of conty. Ct hits. Impact is signore fear and	monstrous creaturpose of counters. d attack before an Full D10 / Splash D12 d attack before an rpose of counters unters. Cavalry may a soft counter cer	Reload res at range. other ranged attack of any sort can be made w Catapult, Reload, War Machine other ranged attack of any sort can be made w Cavalry, Drive Back, Impact, Fearless, Heavy Armor, Lance, Shield, Shields ay not move laterally or backwards. sus infantry, cavalry, and beasts.	ith the
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300

Total Points: