

## Confederation of Athena

1) Elites w Great weapons 6 figures	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
45 Silver Pieces											
Human	6/9	2	7	0	2	5	0	2	5	6	11
Faun	7/11	2	7	0	2	5	0	2	5	7	11
Elves	7/9	2	8	0	2	5	-1	2	5	6	11
Dwarves	6/8	2	7	0	2	5	0	2	5	7	11
Lizards	6/9	2	7	0	2	6	0	2	5	6	10

2) Elite with sword/axe and shield	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 Figures, 45 Silver Pieces											
Human	6/9	2	7	2	0	5	0	2	7	6	11
Faun	7/11	2	7	2	0	5	0	2	7	7	11
Elves	7/9	2	8	2	0	5	-1	2	7	6	11
Dwarves	6/8	2	7	2	0	5	0	2	7	7	11
Lizards	6/9	2	7	2	0	6	0	2	7	6	10

Unit rules

Shields: 1 combat dice per figure must be rolled for defence.

Shieldwall (shooting): Unit can adopt a shieldwall as a re-action to shooting (+3 target).

Shieldwall (combat): Unit can adopt a shieldwall as a reaction to being charged. Re-roll all failed defence dice, but halve all attack dice (r/down)

You must convert one elite unit either unit 1 or 2 to leader retinue for 70 silver pieces

Leader: All units with 12" can test morale using this unit morale stat.

Standard: One unit (including this one) within 12" can recover one additional point of fatigue

Elite archers (Rangers) 5 figures.	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
80 Silver Pieces											
Human	6/9	1(2)	5	0	0	4	0	2	5	6	11
Faun	7/11	1(2)	5	0	0	4	0	2	5	7	11
Elves	7/9	1(2)	6	0	0	4	-1	2	5	6	11
Dwarves	6/8	1(2)	5	0	0	4	0	2	5	7	11
Lizards	6/9	1(2)	5	0	0	5	0	2	5	6	10

Unit rules.

Rangers/Scouts can move (not run) without losing ready status.

Rangers charge reaction: may shooting at the charging unit, unit then uses only one combat dice per figures or drop bows (lose ready status) and draw swords 2 combat dice per figure.

Infiltrate: Unit starts hidden, may be placed on the battlefield at any time as an action, the unit emerges anywhere on the tabletop with the follow restrictions; can not be deployed in the enemy development zone or with line of sight of emeny units (see line of sight rules)

Elite archers 6 figures.	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
90 Silver Pieces											
Human	6/9	1(2)	5	0	0	4	0	2	5	6	11
Faun	7/11	1(2)	5	0	0	4	0	2	5	7	11
Elves	7/9	1(2)	6	0	0	4	-1	2	5	6	11
Dwarves	6/8	1(2)	5	0	0	4	0	2	5	7	11
Lizards	6/9	1(2)	5	0	0	5	0	2	5	6	10

Unit rules.

These elite warriors are specialist in combat as well as missile weapons and carry a shield, hand weapon and bow.

Shield and shieldwall rules apply

Charge re-action: when charged the unit may decide to shoot at the charging unit and use 1CD each or throw down their bows and draw weapons and shield to use 2CD

Mystic Unit : 70 Silver Pieces	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Acoltes 3 figures. Bodyguards 5 figures											
Human	6/9	2	6	0	0	5	0	2	5	6	11
Faun	7/11	2	6	0	0	5	0	2	5	7	11
Elves	7/9	2	7	0	0	5	-1	2	5	6	11
Dwarves	6/8	2	6	0	0	5	0	2	5	7	11
Lizards	6/9	2	6	0	0	6	0	2	5	6	10

Unit rules:

Acolytes: roll one dice per acolyte, these may replace any dice role by the mystic.

Warriors with hand weapon and shield	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 40 Silver Pieces											
Human	6/9	2	5	2	0	4	0	2	7	6	10
Faun	7/11	2	5	2	0	4	0	2	7	7	10
Elves	7/9	2	6	2	0	4	-1	2	7	6	10

Dwarves	6/8	2	5	2	0	4	0	2	7	7	10
Lizards	6/9	2	5	2	0	5	0	2	7	6	9
Unit rules: Shields and shieldwall.											

Warriors with Great weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 40 Silver Pieces											
Human	6/9	2	5	0	2	4	0	2	5	6	10
Faun	7/11	2	5	0	2	4	0	2	5	7	10
Elves	7/9	2	6	0	2	4	-1	2	5	6	10
Dwarves	6/8	2	5	0	2	4	0	2	5	7	10
Lizards	6/9	2	5	0	2	5	0	2	5	6	9

Warriors with Bows, 6 figures	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
70 Silver Pieces											
Human	6/9	1	4	0	0	4	0	2	5	6	10
Faun	7/11	1	4	0	0	4	0	2	5	7	10
Elves	7/9	1	5	0	0	4	-1	2	5	6	10
Dwarves	6/8	1	4	0	0	4	0	2	5	7	10
Lizards	6/9	1	4	0	0	4	0	2	5	6	9

Warriors with Dual Weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 40 Silver Pieces.											
Human	6/9	3	5	0	0	4	0	2	5	6	10
Faun	7/11	3	5	0	0	4	0	2	5	7	10
Elves	7/9	3	6	0	0	4	-1	2	5	6	10
Dwarves	6/8	3	5	0	0	4	0	2	5	7	10
Lizards	6/9	3	5	0	0	5	0	2	5	6	9
Unit rules:											
Impetus: Unit adds +1 attack skill and +1 strength when charging or counter-charging.											
Minator											
Gorgon											