Escavalon

Elite units have full plate armour

1) Elites with Great weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures 55 Silver Pieces											
Human	5/8	2	7	0	2	6	0	2	5	5	11
Orc	5/9	2	7	0	2	6	1	2	5	6	10
Elves	6/8	2	8	0	2	6	-1	2	5	5	11
Dwarves	5/7	2	7	0	2	6	0	2	5	6	11
Lizards	5/8	2	7	0	2	7	0	2	5	5	10

2) Elites w hand weapon & Shield	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 55 Silver Pieces											
Human	5/8	2	7	0	0	6	0	2	7	5	11
Orc	5/9	2	7	0	0	6	1	2	7	6	10
Elves	6/8	2	8	0	0	6	-1	2	7	5	11
Dwarves	5/7	2	7	0	0	6	0	2	7	6	11
Lizards	5/8	2	7	0	0	7	0	2	7	5	10

Unit rules

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

Shieldwall (shooting): Unit can adpot 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 85 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 with Missile weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 95 Silver Pieces											
Human	5/8	1	6	0	0	6	0	2	6	5	11
Orc	5/9	1	6	0	0	6	1	2	6	6	10
Elves	6/8	1	7	0	0	6	-1	2	6	5	11
Dwarves	5/7	1	6	0	0	6	0	2	6	6	11
Lizards	5/8	1	6	0	0	7	0	2	6	5	10

Unit rules:

Crossbows: must be made ready after each shot (re-loading) 30" range +2 strength.

Pavaise: The unit carries a large shield which can be deployed as an action, pavaises become a defended obstacle, +3 target for shooting
and +3 defence bonus when attacked in combat. Unit cannot run with pavaise and must discard it when fleeing

Mystic unit, lt armour, 80 S Pieces	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Acoltes 3 figures. Bodyguards 5 figs											
Human	6/9	2	6	0	0	5	0	2	5	6	11
Orc	6/10	2	6	0	0	5	1	2	5	7	10
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.

Units with Light Armour

Elites with Missile weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Rangers, 5 figure, 95 Silver Pieces.											
Human	6/9	1(2)	5	0	0	5	0	2	5	6	10
Orc	6/10	1(2)	5	0	0	5	1	2	5	7	9
Elves	7/9	1(2)	6	0	0	5	-1	2	5	6	10
Dwarves	6/8	1(2)	5	0	0	5	0	2	5	7	10
Lizards	6/9	1(2)	5	0	0	6	0	2	5	6	9

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)

Warriors w hand weapon & shield	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 50 Silver Pieces											
Human	6/9	2	6	2	0	5	0	2	7	6	10

Orc	6/10	2	6	2	0	5	1	2	7	7	9
Elves	7/9	2	7	2	0	5	-1	2	7	6	10
Dwarves	6/8	2	6	2	0	5	0	2	7	7	10
Lizards	6/9	2	6	2	0	6	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, 50 Silver Pieces											
Human	6/9	2	6	0	2	5	0	2	5	6	10
Orc	6/10	2	6	0	2	5	1	2	5	7	9
Elves	7/9	2	7	0	2	5	-1	2	5	6	10
Dwarves	6/8	2	6	0	2	5	0	2	5	7	10
Lizards	6/9	2	6	0	2	6	0	2	5	6	9

Warriors with Missile weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 Figures, 85 Silver Pieces											
Human	6/9	1	5	0	0	5	0	2	5	6	10
Orc	6/10	1	5	0	0	5	1	2	5	7	9
Elves	7/9	1	6	0	0	5	-1	2	5	6	10
Dwarves	6/8	1	5	0	0	5	0	2	5	7	10
Lizards	6/9	1	5	0	0	6	0	2	5	6	9

	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Armoured Bear (45 silver pieces)	6/9	4	5	0	4	7	-1	6	3	6	8

Heirsaur (45 silver pieces)	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Great weapon	6/10	4	6	0	3	7	0	6	4	6	8
spear and shield	6/10	4	6	1	3	7	0	6	4	6	8