Untamed Kingdoms

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
Orc	6/10	2	7	0	2	5	1	2	5	7	10
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
Orc	6/10	2	7	2	0	5	1	2	7	7	10
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 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 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
Orc	6/10	1(2)	5	0	0	4	1	2	5	7	10
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)

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
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.

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
Orc	6/10	2	5	2	0	4	1	2	7	7	9
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
Orc	6/10	2	5	0	2	4	1	2	5	7	9
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
Orc	6/10	1	4	0	0	4	1	2	5	7	9
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
Orc	6/10	3	5	0	0	4	1	2	5	7	9
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.

Wevewolf pack, 3 figs, 45 Silver Pieces	6/12	3	7	0	1	5	-1	4	5	7	10

Forest Troll, 50 Silver Pieces	4/8	8	4	0	3	7	0	6	3	6	8

Unit rules:

large figure,