Untamed Kingdoms

Μv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
	•	•				•		•		•
6/9	2	7	0	2	5	0	2	5	6	11
6/10	2	7	0	2	5	1	2	5	7	10
7/9	2	8	0	2	5	-1	2	5	6	11
6/8	2	7	0	2	5	0	2	5	7	11
6/9	2	7	0	2	6	0	2	5	6	10
	•									•
Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
										•
6/9	2	7	2	0	5	0	2	7	6	11
6/10	2	7	2	0	5	1	2	7	7	10
7/9	2	8	2	0	5	-1	2	7	6	11
6/8	2	7	2	0	5	0	2	7	7	11
6/9	2	7	2	0	6	0	2	7	6	10
	6/9 6/10 7/9 6/8 6/9 Mv 6/9 6/9 6/10 7/9 6/8	6/9 2 6/10 2 7/9 2 6/8 2 6/9 2 6/9 2 0 0 <tr< td=""><td>6/9 2 7 6/10 2 7 7/9 2 8 6/8 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/10 2 7 7/9 2 8 6/8 2 7</td><td>6/9 2 7 0 6/10 2 7 0 7/9 2 8 0 6/8 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 2 6/9 2 7 2 6/10 2 7 2 6/10 2 7 2 6/8 2 7 2</td><td>6/9 2 7 0 2 6/10 2 7 0 2 7/9 2 8 0 2 6/8 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 2 0 6/9 2 7 2 0 6/9 2 7 2 0 6/9 2 7 2 0 6/10 2 7 2 0 6/8 2 7 2 0</td><td>6/9 2 7 0 2 5 6/10 2 7 0 2 5 6/10 2 7 0 2 5 7/9 2 8 0 2 5 6/8 2 7 0 2 5 6/9 2 7 0 2 5 6/9 2 7 0 2 6 Mv CD AS DB Str Arm 6/9 2 7 2 0 5 6/10 2 7 2 0 5 6/10 2 7 2 0 5 6/8 2 7 2 0 5</td><td>6/9 2 7 0 2 5 0 6/10 2 7 0 2 5 1 7/9 2 8 0 2 5 -1 6/8 2 7 0 2 5 0 6/9 2 7 0 2 5 0 6/9 2 7 0 2 6 0 Mv CD AS DB Str Arm MR 6/9 2 7 2 0 5 0 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 <t< td=""><td>6/9 2 7 0 2 5 0 2 6/10 2 7 0 2 5 1 2 7/9 2 8 0 2 5 -1 2 6/8 2 7 0 2 5 0 2 6/9 2 7 0 2 5 0 2 6/9 2 7 0 2 6 0 2 Mv CD AS DB Str Arm MR HP 6/9 2 7 2 0 5 0 2 6/9 2 7 2 0 5 0 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1</td><td>6/9 2 7 0 2 5 0 2 5 6/10 2 7 0 2 5 1 2 5 6/9 2 7 0 2 5 1 2 5 6/10 2 7 0 2 5 1 2 5 7/9 2 8 0 2 5 -1 2 5 6/8 2 7 0 2 5 0 2 5 6/9 2 7 0 2 6 0 2 5 6/9 2 7 0 2 6 0 2 5 6/9 2 7 2 0 5 0 2 7 6/9 2 7 2 0 5 1 2 7 6/9 2 7 2 0 5 1 2 7 6/9 2 7 2 0 5</td><td>6/9 2 7 0 2 5 0 2 5 6 6/10 2 7 0 2 5 1 2 5 7 7/9 2 8 0 2 5 -1 2 5 6 6/8 2 7 0 2 5 0 2 5 7 6/9 2 7 0 2 6 0 2 5 6 Mv CD AS DB Str Arm MR HP Tg F 6/9 2 7 2 0 5 0 2 7 6 6/9 2 7 2 0 5 0 2 7 6 6/9 2 7 2 0 5 1 2 7 7 6/9 2 7 2 0 5 1 2 7 6 6/9 2 7 2 0 5</td></t<></td></tr<>	6/9 2 7 6/10 2 7 7/9 2 8 6/8 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/9 2 7 6/10 2 7 7/9 2 8 6/8 2 7	6/9 2 7 0 6/10 2 7 0 7/9 2 8 0 6/8 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 0 6/9 2 7 2 6/9 2 7 2 6/10 2 7 2 6/10 2 7 2 6/8 2 7 2	6/9 2 7 0 2 6/10 2 7 0 2 7/9 2 8 0 2 6/8 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 0 2 6/9 2 7 2 0 6/9 2 7 2 0 6/9 2 7 2 0 6/9 2 7 2 0 6/10 2 7 2 0 6/8 2 7 2 0	6/9 2 7 0 2 5 6/10 2 7 0 2 5 6/10 2 7 0 2 5 7/9 2 8 0 2 5 6/8 2 7 0 2 5 6/9 2 7 0 2 5 6/9 2 7 0 2 6 Mv CD AS DB Str Arm 6/9 2 7 2 0 5 6/10 2 7 2 0 5 6/10 2 7 2 0 5 6/8 2 7 2 0 5	6/9 2 7 0 2 5 0 6/10 2 7 0 2 5 1 7/9 2 8 0 2 5 -1 6/8 2 7 0 2 5 0 6/9 2 7 0 2 5 0 6/9 2 7 0 2 6 0 Mv CD AS DB Str Arm MR 6/9 2 7 2 0 5 0 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 7 2 0 5 1 6/9 2 <t< td=""><td>6/9 2 7 0 2 5 0 2 6/10 2 7 0 2 5 1 2 7/9 2 8 0 2 5 -1 2 6/8 2 7 0 2 5 0 2 6/9 2 7 0 2 5 0 2 6/9 2 7 0 2 6 0 2 Mv CD AS DB Str Arm MR HP 6/9 2 7 2 0 5 0 2 6/9 2 7 2 0 5 0 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1</td><td>6/9 2 7 0 2 5 0 2 5 6/10 2 7 0 2 5 1 2 5 6/9 2 7 0 2 5 1 2 5 6/10 2 7 0 2 5 1 2 5 7/9 2 8 0 2 5 -1 2 5 6/8 2 7 0 2 5 0 2 5 6/9 2 7 0 2 6 0 2 5 6/9 2 7 0 2 6 0 2 5 6/9 2 7 2 0 5 0 2 7 6/9 2 7 2 0 5 1 2 7 6/9 2 7 2 0 5 1 2 7 6/9 2 7 2 0 5</td><td>6/9 2 7 0 2 5 0 2 5 6 6/10 2 7 0 2 5 1 2 5 7 7/9 2 8 0 2 5 -1 2 5 6 6/8 2 7 0 2 5 0 2 5 7 6/9 2 7 0 2 6 0 2 5 6 Mv CD AS DB Str Arm MR HP Tg F 6/9 2 7 2 0 5 0 2 7 6 6/9 2 7 2 0 5 0 2 7 6 6/9 2 7 2 0 5 1 2 7 7 6/9 2 7 2 0 5 1 2 7 6 6/9 2 7 2 0 5</td></t<>	6/9 2 7 0 2 5 0 2 6/10 2 7 0 2 5 1 2 7/9 2 8 0 2 5 -1 2 6/8 2 7 0 2 5 0 2 6/9 2 7 0 2 5 0 2 6/9 2 7 0 2 6 0 2 Mv CD AS DB Str Arm MR HP 6/9 2 7 2 0 5 0 2 6/9 2 7 2 0 5 0 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1 2 6/9 2 7 2 0 5 1	6/9 2 7 0 2 5 0 2 5 6/10 2 7 0 2 5 1 2 5 6/9 2 7 0 2 5 1 2 5 6/10 2 7 0 2 5 1 2 5 7/9 2 8 0 2 5 -1 2 5 6/8 2 7 0 2 5 0 2 5 6/9 2 7 0 2 6 0 2 5 6/9 2 7 0 2 6 0 2 5 6/9 2 7 2 0 5 0 2 7 6/9 2 7 2 0 5 1 2 7 6/9 2 7 2 0 5 1 2 7 6/9 2 7 2 0 5	6/9 2 7 0 2 5 0 2 5 6 6/10 2 7 0 2 5 1 2 5 7 7/9 2 8 0 2 5 -1 2 5 6 6/8 2 7 0 2 5 0 2 5 7 6/9 2 7 0 2 6 0 2 5 6 Mv CD AS DB Str Arm MR HP Tg F 6/9 2 7 2 0 5 0 2 7 6 6/9 2 7 2 0 5 0 2 7 6 6/9 2 7 2 0 5 1 2 7 7 6/9 2 7 2 0 5 1 2 7 6 6/9 2 7 2 0 5

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		-	•		-	-	-	2	2	2	-
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	Тg	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		CD			50	7.111	IVIIX		18		Worale
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	
Elves	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	-	Ŭ,	-							10
Dwarves	6/8	2	5	0	2	4	0	2	5	7	10 10

Warriors with Bows, 6 figures	Μv	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	Μv	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-c	harging.							
1 *	-										
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,