

7 Chieftains Heavy Riders ×
Chariot ▾

Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	6+	Shoot Value	5+/12"
Courage	4+	Movement	10"
Armour	4	Strength Points	6

Special Rules

Counter-charge

Chariots

Options

Mounted missiles @1

Chariots @2

Fantastical Rules ▾

< > Tr +0

4 Wolf Riders Light Riders ×
▾

Attack	7+	Attack Value	5+
Move	5+	Defence Value	6+
Shoot	6+	Shoot Value	5+/12"
Courage	5+	Movement	12"
Armour	3	Strength Points	6

Special Rules

Skirmish

Evade

Options

Short range missiles @-1

Fantastical Rules ▾

< > Tr +0

3 Lesser Light Foot ×
Goblins ▾

Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Movement	8"
Armour	2	Strength Points	12

Special Rules

Wall of Spears

Options

Offensive @2

Short range missiles @1

Mixed Weapons @2

Fantastical Rules ▾

< > Tr +0

6 Ogres Heavy Foot ×
▾

Attack	6+	Attack Value	4+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Movement	6"
Armour	3	Strength Points	12

Options

Offensive @2

Fantastical Rules ▾

4 Goblins Heavy Foot ×
▾

Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Movement	6"
Armour	3	Strength Points	12

Special Rules

Wall of Spears

Options

Offensive @2

Fantastical Rules ▾

8 Goblin Light Foot ×
Shaman ▾

Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+/6"
Courage	4+	Movement	8"
Armour	2	Strength Points	12

Special Rules

Wall of Spears

Spellcaster

Options

Offensive @2

Short range missiles @1

Mixed Weapons @2

Fantastical Rules ▾

Spellcaster @4

Hobbit

4 Hobbit Leader ×
Heavy Foot

Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Movement	6"
Armour	3	Strength Points	12

Special Rules
Wall of Spears

Options
 Offensive @2

Fantastical Rules

< > Tr +

3 Hobbit Pike 1 ×
Light Foot

Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Movement	8"
Armour	2	Strength Points	12

Special Rules
Wall of Spears

Options
 Offensive @2
 Short range missiles @1
 Mixed Weapons @2

Fantastical Rules

< > Tr +

3 Hobbit Pike 2 ×
Light Foot

Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	-	Shoot Value	-
Courage	4+	Movement	8"
Armour	2	Strength Points	12

Special Rules
Wall of Spears

Options
 Offensive @2
 Short range missiles @1
 Mixed Weapons @2

Fantastical Rules

< > Tr +

4 Dwarf Slayers ×
Bellicose Foot

Attack	5+	Attack Value	3+
Move	6+	Defence Value	6+
Shoot	-	Shoot Value	-
Courage	4+	Movement	8"
Armour	2	Strength Points	12

Special Rules
Ranger
Wild Charge
Counter-charge vs. foot
Fleet Footed

Options
 Terrifically Shiny Armour @2

Fantastical Rules

< > Tr +

4 Emu Riders ×
Heavy Riders

Attack	5+	Attack Value	4+
Move	5+	Defence Value	5+
Shoot	-	Shoot Value	-
Courage	4+	Movement	10"
Armour	3	Strength Points	6

Special Rules
Counter-charge

Options
 Mounted missiles @1
 Chariots @2

Fantastical Rules

< > Tr +

4 Hobbit Bows ×
Light Missiles

Attack	7+	Attack Value	6+
Move	6+	Defence Value	5+
Shoot	6+	Shoot Value	5+/18"
Courage	4+	Movement	6"
Armour	2	Strength Points	12

Options
 Sharpshooter @2

Fantastical Rules

< > Tr +

2 95th Bow Skirm ×
Scouts

Attack	7+	Attack Value	6+
Move	5+	Defence Value	6+
Shoot	7+	Shoot Value	5+/12"
Courage	5+	Movement	8"
Armour	1	Strength Points	6

Special Rules
Hard to target
Skirmish
Evade
Fleet Footed

Fantastical Rules

< > Tr +

8 Gandolf ×
Light Foot

Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+/8"
Courage	4+	Movement	8"
Armour	2	Strength Points	12

Special Rules
Wall of Spears
Spellcaster

Options
 Offensive @2
 Short range missiles @1
 Mixed Weapons @2

Fantastical Rules
 Spellcaster @4

< > Tr +