















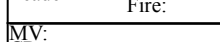


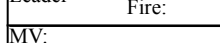


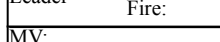


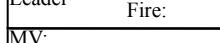


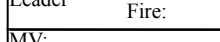
























		Morale:
	Fire:	Melee:
		Reach:
	Fire:	
		Morale:
	Fire:	Melee:
		Reach:
	Fire:	
		Morale:
	Fire:	Melee:
		Reach:
	Fire:	
		Morale:
	Fire:	Melee:
		Reach:

	Morale:
	Melee:
	Reach:
Leader	Fire:
MV:	
CR:	
	Morale:
	Melee:
	Reach:
Leader	Fire:
MV:	
CR:	
	Morale:
	Melee:
	Reach:
Leader	Fire:
MV:	
CR:	
	Morale:
	Melee:
	Reach:
Leader	Fire:
MV:	
CR:	
	Morale:
	Melee:
	Reach:
Leader	Fire:
MV:	
CR:	












Leaders

Artillery, Creatures, Heroes, etc.

	Morale:
	Melee:
	Reach:
Name:	Fire:
	Morale:
	Melee:
	Reach:
Name:	Fire:
	Morale:
	Melee:
	Reach:
Name:	Fire:
	Morale:
	Melee:
	Reach:
Name:	Fire:

	Fire:
	Fire:
	Fire:
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	Fire:
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	Fire:
	Fire:
	Fire:
	Fire:
	Fire:

Key

 +1 defense against undead	 +1 defense against fire or flame
 +1 defense against magic	 +1 defense against cold
 +1 defense against mental attacks	 +1 defense against edged weapons
 Good at evading	 May only throw spears once / game
 Night vision	 Attached leader adds +1 to melee
	 Attached leader adds +1 to morale