

Fantasy Battle Cry (v. 1.1) 13th August 2001

by Tom Scutt (tom.scutt@virgin.net)

Introduction

I've tried to stick very closely to the original Battle Cry system because I think that system works so well. I've tried to add just enough rules to make the game feel like a fantasy game without changing the spirit of Battle Cry. The rules need a lot of playtesting – if you try them then please drop me an email to tell me how you got on, and let me know what worked and what didn't. This version introduces Orcs, Goblins and Dwarves as well as a couple of new scenarios and counters so that you can try the rules without spending a fortune on miniatures. There will be another version of the rules fairly soon as I still have quite a lot of material that I haven't written up yet – the next version will, I hope, include troop lists for Human, Wood Elf, Dark Elf and Ratman armies. I'd also like to produce some graphics for the terrain tiles.

Thanks to Simeon Furniss for suggestions and playtesting.

Rule Changes

The only major rule change from original Battle Cry is that during the combat phase battles do not have to be carried out one after another. If two or more units are attacking the same target, then the player may roll all the dice at once rather than making the attacks separately. It is not permitted to roll an attack and then decide to add another attack to it after seeing the results. Terrain modifiers are applied to each attack, except when there is more than one unit attacking hand-to-hand in which case only *one* of the hand-to-hand attacks suffers the terrain modifier – the other units attacking hand-to-hand suffer no penalty. Artillery unit attacks may only be grouped with other artillery units.

For example, a high-elf unit in a building hex is attacked by two adjacent skeleton spear units and a unit of skeleton archers two hexes away. If the attacks were carried out separately, the spear units could not harm the high-elves because the -2 terrain modifier for the building means that they would throw no dice. However, if the attacks are *grouped* then the undead player rolls three dice (1 dice for the archers (normally 3 dice, -2 for the terrain penalty), plus 2 dice for one of the skeleton spear units (the other spear unit suffers the terrain penalty so contribute no dice)).

[This rule change is necessary for two reasons: (a) the majority of units in the fantasy game have no ranged attack, so have no way to injure a unit that has been forced to retreat by a previous attack, and (b) many units (e.g. skeletons, goblins) are fairly weak in attack (only rolling two dice) so would be unable to shift or injure units in towns without the 'ganging up' rule]

Terminology:

The term "wounds" is used throughout. A unit's *wounds* are equal to the number of figures the unit has. Each wound caused to a unit means that a figure is removed.

The term "hand-to-hand" means when one unit is attacking another unit in an adjacent hex (even if the attacking unit is a unit of archers, etc.); all other combat is "ranged".

Troop Lists

Each fantasy race has its own way of breaking or changing the basic Battle Cry rules. There is also a troop list for each fantasy race. At the moment these are almost total guesswork – only the undead and high-elf armies have been tested at all.

Eventually all these troops should have points values. Basic victory conditions would then change to reflect this (i.e. you'd wipe out a certain number of points of your opponent's army to win). At the moment, victory conditions are as in the basic game – each unit and/or general (or wizard) destroyed earns you a flag; six flags wins you the game.

The format of the troop lists is as follows:

Troop Type	Move	Attack	Treat As	Wounds	Abilities & Attributes
Goblin Archer -or-	1 and 2 and	1,3,2,1 none	Infantry	4	Weak

This means that Goblin Archers can move one hex and attack, or move two hexes and not attack. They roll one dice against opponents one hex away (they're not good at close quarters); three dice against opponents two hexes away and so on. There are four goblin figures in a unit. Goblins are treated as infantry as far as battle dice and command cards are concerned (i.e. they can be activated by Forced March, Construct Fieldworks etc.). They are 'weak' troops which mean that flags rolled against them cause a wound, as well as forcing the goblins to retreat as normal. As you can see, Goblin Archers are pretty low-quality troops.

Undead

Troop Type	Move	Attack	Treat As	Wounds	Abilities & Attributes
Skeleton Spear -or-	1 and 2 and	2 none	Infantry	4	Mindless
Skeleton Archers -or-	1 and 2 and	1,3,2,1 none	Infantry	4	Mindless
Spectres	2 and	3	Infantry	4	Mindless, Ethereal, Cause Fear
Skeleton Chariot	3 and	4	Cavalry	3	Mindless
Skeleton Catapult	1 or	0,2,3,3,2	Artillery	2	Mindless, Cause Fear, Bombard
General (Lich)	3 and	+1	General	1	
Wizard (Necromancer)	3 and	Cast spell	General	1	

High-Elves

Troop Type	Move	Attack	Treat As	Wounds	Abilities & Attributes
High Elf Spear -or-	1 and 2 and	4 none	Infantry	4	
High Elf Archers -or-	1 and 2 and	2,4,2,1 none	Infantry	4	
High Elf Cavalry	4 and	4	Cavalry	3	
Giant Eagles	6 and	2	Cavalry	3	Flying
High Elf Bolt Thrower	1 and*	2,2,1	Artillery	2	Fast Shot
General (High Elf)	3 and	+1	General	1	
Wizard (High Elf)	3 and	Cast spell	General	1	High Magic

Orcs & Goblins

Troop Type	Move	Attack	Treat As	Wounds	Abilities & Attributes
Goblin Warriors -or-	1 and 2 and	2 none	Infantry	4	Router, Weak
Goblin Archers -or-	1 and 2 and	1,3,2,1 none	Infantry	4	Router, Weak
Orc Warriors -or-	1 and 2 and	3 none	Infantry	4	Router
Orc Archers -or-	1 and 2 and	2,3,2,1 none	Infantry	4	Router
Black Orc Warriors -or-	1 and 2 and	4 none	Infantry	4	
Trolls	2 and	5	Infantry	4	Regenerate
Goblin Wolf Riders	4 and	3	Cavalry	3	Router
Orc Boar Riders	3 and	4	Cavalry	3	Router
Orc Catapult	1 or	0,2,3,3,2	Artillery	2	
General (Orc)	3 and	+1	General	1	
Wizard (Orc Shaman)	3 and	Cast spell	General	1	

Dwarves

Troop Type	Move	Attack	Treat As	Wounds	Abilities & Attributes
Dwarf Warriors -or-	1 and 2 and	4 none	Infantry	4	Sapper, Stonefolk, Strong
Dwarf Crossbows	2 or	3,3,2,1	Infantry	4	Sapper, Stonefolk, Strong
Dwarf Berserkers -or-	1 and 2 and	5 none	Infantry	4	Fearless, Frenzied, Stonefolk
Dwarf Gyrocopters	4 and	3	Cavalry	3	Flying, Bomber
Dwarf Cannon	1 or	5,4,3,2,1	Artillery	2	
General (Dwarf)	3 and	+1	General	1	Stonefolk

Note: Dwarves do not have wizards – they are naturally resistant to magic. A player controlling a Dwarf army may try to counter any spell that targets a unit or hex within one hex of any Dwarf unit. The player rolls a number of dice as if it were a 3rd level wizard attempting the counterspell (see *Counterspells* in the *Magic* section).

Abilities & Attributes

Bombard – Bombards do not need line-of-sight to a unit in order to shoot at them, as long as at least one unit or general in the *Bombard*'s army has line-of-sight to the target.

Bomber – This unit can only be attacked by ranged attacks (i.e. It cannot be attacked by a unit directly adjacent) or magic. An attached General does not add a Bonus dice to a *Bomber* unit.

Cause Fear – After a unit with *Cause Fear* has attacked another unit, roll two extra battle dice and apply the effects of any flags rolled; ignore other faces.

Sapper – At the beginning of the game, the player takes one Field-work counter for each unit they have with the *Sapper* attribute (up to a maximum of four counters). During the game, instead of moving and/or firing, the player may get an ordered unit with the *Sapper* attribute to either place a Field-works token on their hex or remove a Field-work token on an adjacent hex-edge. The player may only build Field-works until all their counters are used up. It is permissible for a single unit to build more than one Field-works.

Ethereal – *Ethereal* units are unaffected by any movement restrictions related to terrain hexes and are allowed to enter rough ground. They can move through hexes occupied by friendly or non-ethereal unfriendly units. *Ethereal* units ignore all terrain modifiers (including fieldworks) when attacking.

Fast Shot – If this unit did not move during the Movement phase, then it may attack twice. The attacks may be carried out against different targets or both against the same target. Two attacks against the same target cannot be grouped together into a single roll. The Bombard card allows a unit with *Fast Shot* to either move twice (and not fire) or not move and fire four times.

Fearless – Flags rolled against fearless units have no effect. However, attached generals or wizards are still affected and are forced to retreat unless they, too, are fearless.

Flying – Flying units are unaffected by any movement restrictions related to terrain hexes and are allowed to enter rough ground. They can move through hexes occupied by friendly or non-flying unfriendly units.

Frenzy – If a unit with *Frenzy* forces an enemy to retreat, then the frenzied unit moves after them into the hex they've vacated (normal terrain restrictions allowing). It then carries out another 2-dice attack, but may not follow-up if this causes a further retreat.

High Magic – Wizards with this attribute are treated in all respects except point value as being one level higher than their actual wizard level. This means that they choose one extra spell at the beginning of the game; stand a better chance of dispelling and less chance of being dispelled; may roll more dice for certain spells and so on.

Mindless – Flags rolled against *Mindless* units have no effect. However, attached generals or wizards are still affected and are forced to retreat unless they, too, are *Mindless* or *Fearless*. Mind-affecting spells do not work against mindless troops.

Regenerate – At the end of any turn in which a unit with *Regenerate* is wounded but not destroyed, remove one wound counter from that unit.

Router – If a friendly unit adjacent to a *Router* is forced to retreat, roll a number of dice equal to the number of flags rolled against the original unit. If any of these dice show flags then the *Router* unit must also be retreated according to the number of flags rolled. This may cause *Router* units adjacent to the *secondary* retreaters to also take a rout test, and so on. A unit never has to take this test more than once a turn. If the original unit retreats more than one hex, check for *Routers* adjacent to each hex retreated *from*.

Stonefolk – These units *may* enter Rough terrain hexes, but must stop movement and may not battle on the turn they enter the hex.

Strong – This indicates troops that are particularly well-armoured, well-disciplined and/or physically strong. Crossed-sabres rolled against these troops have no effect. *Strong* units are worth 1½ VP each if destroyed.

Weak – indicates troops that are unarmoured, poorly-disciplined and/or physically weak. Flags rolled against these units cause a wound, as well as forcing the unit to retreat as normal. *Weak* units are only worth ½ VP each if destroyed.

Magic

Wizards are treated in almost all respects as Generals except they do not add a Bonus Die if they are attached to a unit. Instead, if they are given an order, they may cast a spell instead of moving. A wizard cannot cast a spell just because a unit they are attached to has been given an order – they must be ordered directly. Depending on the level of the wizard, they may have several spells to choose from or just a couple. Wizards have a level of ability between one and four. Wizards are typically second level. Wizards know one spell plus one spell for every level of the wizard. Many spells refer to the wizard's level (WL); the phrase 'WL-dice' means throw as many dice as the wizard has levels. Wizards cannot cast more than one spell a turn, but may cast the same spell as many times as they wish during the game. Spells are actually cast during the Magic phase, which comes between the Orders phase and the Movement phase.

Some spells refer to "the same board section as the wizard". If the wizard is on dotted line separating two sections, then the wizard decides which section to affect.

Counterspells:

If the target (unit or hex) of the spell is within four hexes of an opponent's wizard when the spell is cast, then that wizard gets a chance to cancel it (even if there are multiple targets and only one of them is within four hexes). The opponent rolls a number of dice equal to:

$$1 + \text{WL of his wizard} - \text{WL of casting wizard}$$

If any dice show crossed sabres, the spell is countered. Note that this formula means that a wizard has no chance to counter a higher-level wizard's spell.

Spell List

Fireball – Make a WL-dice attack against an enemy unit within four hexes to which you have line-of-sight. Ignore terrain modifiers.

Raise Dead – Choose one friendly infantry or cavalry unit on an adjacent hex (or the unit that the Wizard is attached to). Roll WL+1 dice. For each dice that comes up with a symbol that would normally remove a figure from that unit, add a figure. The unit cannot be taken above its normal full strength.

Paralyze – Place a paralysis counter on an enemy unit within WL hexes. That unit may not move or attack. If that unit is attacked, then each attacker gains a Bonus Die. Remove the counter at the end of your *next* turn. This is a mind-affecting spell.

Clarvoyance – Your opponent must show you the command card that they are going to play next turn.

Read Thoughts – You may look at your opponent's command cards. You may only cast this spell if your wizard is in the same board section as one of your opponent's generals.

Chain Lightning – Make a 2-dice attack against an enemy unit within four hexes to which you have line-of-sight. Ignore terrain modifiers. If there is another enemy unit (or lone

general/wizard) adjacent to this unit, make a 1-dice attack against it, and so on. You may affect a maximum of WL units in addition to the unit originally targeted

Cause Fear – Target an enemy unit within four hexes to which you have line-of-sight. Roll WLx2 dice. Apply the effects of any flags rolled; ignore any other faces. This is a mind-affecting spell.

March of the Dead – All friendly skeleton or zombie infantry units in the same board section as the wizard move one hex (normal movement restrictions apply) towards the opponent's board edge.

Haste – All friendly *ordered* units in the same board section as the wizard move one extra hex this turn. This does not allow units which can only move *or* fire to move and fire, and does not allow the wizard to move.

Teleport – The wizard can make an immediate move of up to 6 hexes, ignoring all terrain restrictions as per *Flying* creatures.

Shield – Place a shield counter on a target friendly unit (*not* general or wizard) within WL hexes. This shield absorbs one 'wound' against the unit (remove the counter when a wound is taken). A unit cannot have more than one shield at a time.

Meteor Storm – Choose a target hex within five hexes range of the wizard – this hex does not have to be occupied, but at least one unit/general of the wizard's army must have line-of-sight to it. Make a WL-dice attack against any unit on the hex, and a (WL-1)-dice attack against each unit immediately adjacent to it.

Cure Wounds – Choose one or more friendly infantry or cavalry unit on an adjacent hex (or the unit that the Wizard is attached to) up to a maximum of WL units. Cure one wound on each of those units.

Battle Song – All friendly *ordered* non-artillery units in the same board section as the wizard gain a Bonus Die when attacking this turn.

Drain Life – All friendly *ordered* non-artillery units in the same board section as the wizard may *Drain Life* in combat this turn if they are attacking hand-to-hand. This means that a unit may cure a wound for each wound it inflicts.

Frenzy – All friendly *ordered* non-artillery units in the same board section as the wizard may *follow-up* in combat this turn if they are attacking hand-to-hand. This means that if an enemy is forced to retreat by an attack, then the attacking unit moves after them (normal terrain restrictions allowing). It then carries out another 2-dice attack, but may not follow-up if this causes a further retreat.

Eagle Sight – All friendly *ordered* units making *ranged* attacks in the same board section as the wizard this turn have their range increased by one hex and may ignore terrain modifiers.

Grave Eruption – Roll WL dice. If at least one dice shows an 'infantry' symbol, place a full strength unit of skeleton spears in an unoccupied hex adjacent to the wizard (or you may place them in the wizard's hex if he is not attached to a unit). If the target hex is a graveyard hex, then you do not have to roll dice – you automatically succeed.

Earthquake – Place an earthquake token (which covers two hex sides, like a field-works token) on a hex within five hexes of the wizard. Units (except *flying* or *ethereal* units) may not move or attack across the earthquake hex-sides. You may not place more than two earthquake tokens on any one hex.

Confusion – Randomly choose a card from your opponent's hand and place it, face down, on their side of the table. They must use it as their command card next turn. You may only cast this spell if your wizard is in the same board section as one of your opponent's generals.

Fog – Until the beginning of the wizard's player's next turn, no attacks can be made in the wizard's board section.

Sacred Light – Choose a target *Stone Circle* terrain hex. Each friendly unit (up to a maximum of WL units) in or adjacent to the target hex heals a wound. Each enemy unit in or adjacent to the target hex must either (enemy player's decision) make an immediate one-hex move away from the *Stone Circle* or suffer one wound.

Terrain

Rough Ground – Units are at -2 dice when attacking a unit in a rough ground hex.

Hill – Artillery units add one hex of range as in the normal rules. The number of dice rolled is the same as for the unit's normal furthest range. For example an Orc Catapult (normally 0,2,3,3,2) on a hill could make a 2-dice attack against a unit six hexes away.

Graveyard – An undead wizard in a graveyard automatically counts as being given an order during his owner's Command phase (effectively this means the wizard can cast a spell every turn.).

Stone Circle – A high-elf or wood-elf wizard in a stone circle automatically counts as being given an order during his owner's Command phase (effectively this means the wizard can cast a spell every turn.).

Miniatures

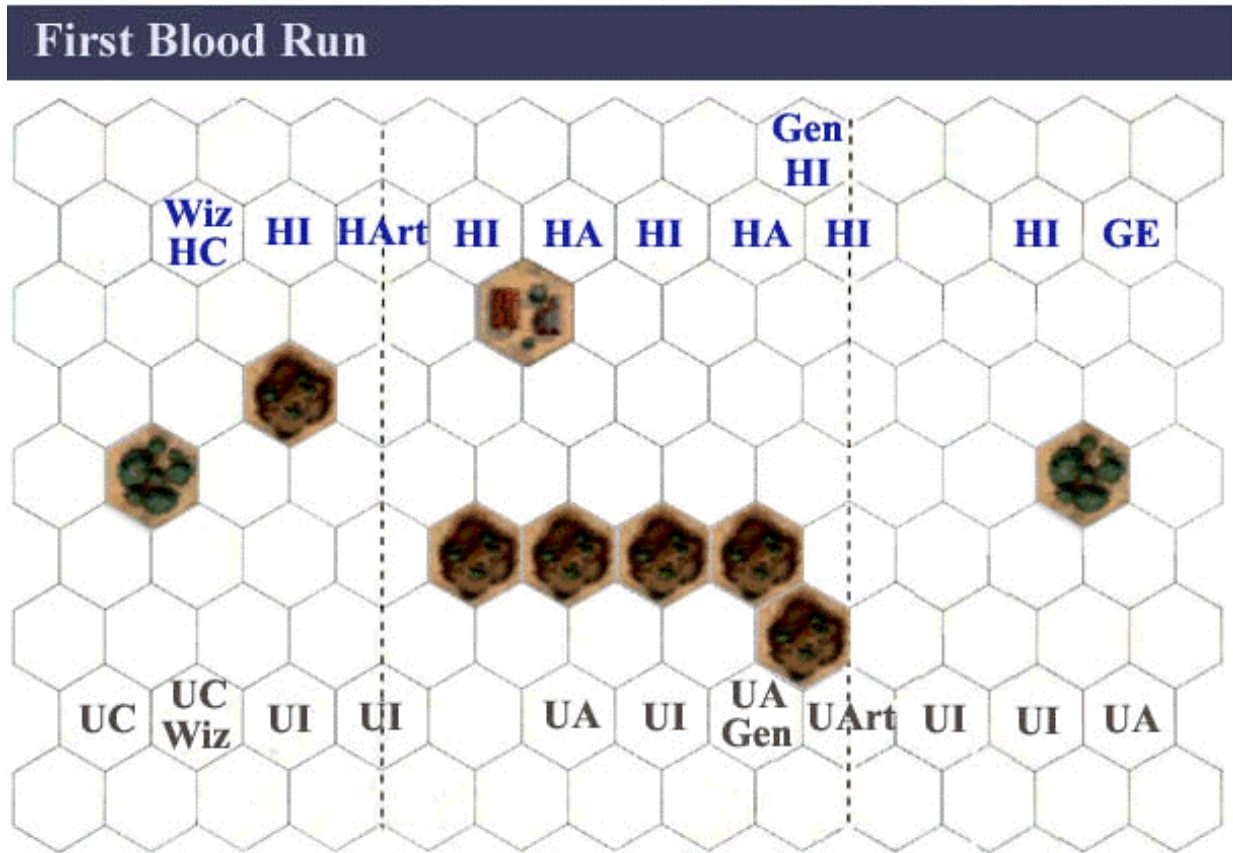
I'm using 10mm fantasy figures. These often (at least, the ones available from Games Workshop or Kallistra) come in strips of infantry, archers and cavalry. If you're very rich then you can use one strip for each figure in a unit (four strips – about 30-40 infantry figures – will fit fairly well into a Battle Cry hex) and remove casualties as in normal Battle Cry. If you're not so rich (like me) then use one or two strips on a base to represent the unit, and use counters to indicate the number of wounds taken by the unit. This still looks really impressive, especially if you've got a few bits of scenery.

Although I haven't tried it yet, you could also brush off that old copy of MB's *Battle Masters* and do it all at 28mm scale ☺

Scenarios

First Blood Run

The High-Elves scramble to protect Mithrildale Farm from the undead hordes.



Key:

High-Elves

HW – High-Elf Wizard
HG – High-Elf General
HI – High-Elf Spear
HA – High-Elf Archers
HC – High-Elf Cavalry
HArt – High-Elf Bolt Thower
GE – Giant Eagles

Undead

UW – Undead Wizard
UG – Undead General
UI – Skeleton Spear
UA – Skeleton Archers
UC – Skeleton Cavalry
UArt – Skeleton Catapult

The High-Elf player gets four cards and goes first. The High-Elf Wizard is 2nd level (but has High Magic which effectively makes him 3rd level). Use the spells Fireball, Meteor Storm, Cure Wounds and Battle Song or choose four spells before the game

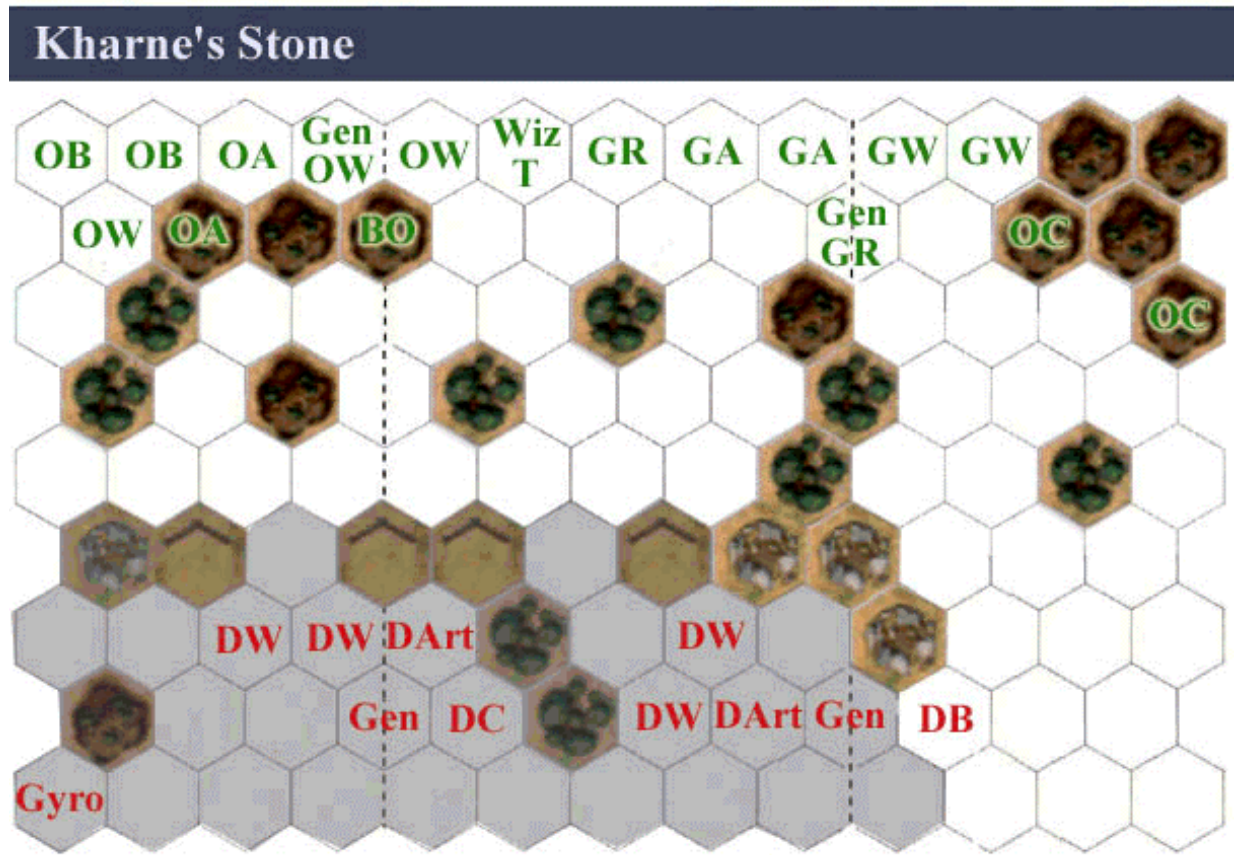
The Undead player gets five cards. The Undead Wizard is 2nd level. Use the spells March of the Dead, Raise Dead, Drain Life or choose three spells before the game. The undead player gains a VP if they occupy Mithrildale Farm (and hold it).

Playtest Notes:

As you'd expect, the undead army presses on relentlessly (the *Mindless* ability means they never get pushed back), while the elves try and hold the line. Every game has been very close; the undead army just ahead on balance.

Kharne's Stone

A few brave Dwarves make a last stand against the Orcs at the ruined fortress of Kharne's Stone. Their only hope is to repair the fortifications before they are overrun.



Key:

Orcs & Goblins

Wiz – Orc Wizard
 Gen – Orc General
 OA – Orc Archers
 OW – Orc Warriors
 OB – Orc Boar Riders
 OC – Orc Catapults
 BO – Black Orc Warriors

GA – Goblin Archers
 GW – Goblin Warriors
 GR – Goblin Wolf Riders

Dwarves

Gen – Dwarf General
 DW – Dwarf Warriors
 DC – Dwarf Crossbows
 DArt – Dwarf Cannon
 DB – Dwarf Berserkers
 Gyro – Dwarf Gyrocopter

The Dwarf player gets five cards and goes first.

The Orc player gets five cards. The Orc Wizard is 2nd level. Use the spells Haste, Frenzy and Cause Fear or choose three spells before the game. The Orc player gains a VP for each hex they occupy in the shaded area (up to a maximum of 3 VP).

Alternative Victory Conditions (unplaytested): Ignore VPs. If, after 10 turns each the Orcs have more units/generals in the shaded area than the Dwarves do, then the Orcs win; otherwise the Dwarves win.

Playtest Notes:

So far it's two games all, which suggests the scenario is balanced. However, the results have varied wildly from a 6-1 win to the Dwarves to a 7-2 Orc victory. If the Orcs get an early *All Out Offensive* (combined with *Haste*) or a couple of *Hit and Runs*, the game can be over in forty minutes. However, if the Dwarves can fortify their line they can soak up a lot of pressure and take the Orcs apart. Don't forget the VP adjustment for *Weak* and *Strong* units.

Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Archers M:1/2 A:1,3,2,1/- W:4	Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Archers M:1/2 A:1,3,2,1/- W:4	
Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Archers M:1/2 A:1,3,2,1/- W:4	Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Archers M:1/2 A:1,3,2,1/- W:4	
Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Archers M:1/2 A:1,3,2,1/- W:4	Undead Cavalry Skeleton Chariots M:3 A:4 W:3	Undead Cavalry Skeleton Chariots M:3 A:4 W:3	
Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Archers M:1/2 A:1,3,2,1/- W:4	Undead Cavalry Skeleton Chariots M:3 A:4 W:3	Undead Infantry Spectres M:2 A:3 W:4	
Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	Undead Infantry Skeleton Warriors M:1/2 A:2/- W:4	
Undead Artillery Skeleton Catapult M:1 A:0,2,3,3,2 W:2	Undead Artillery Skeleton Catapult M:0/1 A:0,2,3,3,2/- W:2	Undead General Undead General M:3 A:+1 W:1	Undead General Undead General M:3 A:+1 W:1	Undead General Undead General M:3 A:+1 W:1
Undead Artillery Skeleton Catapult M:1 A:0,2,3,3,2 W:2	Undead Artillery Skeleton Catapult M:0/1 A:0,2,3,3,2/- W:2	Undead General Undead Wizard M:0/3 A:S/- W:1	Undead General Undead Wizard M:0/3 A:S/- W:1	Undead General Undead Wizard M:0/3 A:S/- W:1
High-Elf Infantry High-Elf Warriors M:1/2 A:4/- W:4	High-Elf Infantry High-Elf Archers M:1/2 A:2,4,2,1/- W:4	High-Elf Infantry High-Elf Warriors M:1/2 A:4/- W:4	High-Elf Infantry High-Elf Archers M:1/2 A:2,4,2,1/- W:4	
High-Elf Infantry High-Elf Warriors M:1/2 A:4/- W:4	High-Elf Infantry High-Elf Archers M:1/2 A:2,4,2,1/- W:4	High-Elf Infantry High-Elf Warriors M:1/2 A:4/- W:4	High-Elf Infantry High-Elf Archers M:1/2 A:2,4,2,1/- W:4	
High-Elf Infantry High-Elf Warriors M:1/2 A:4/- W:4	High-Elf Infantry High-Elf Archers M:1/2 A:2,4,2,1/- W:4	High-Elf Cavalry High-Elf Cavalry M:4 A:4 W:3	High-Elf Cavalry High-Elf Cavalry M:4 A:4 W:3	
High-Elf Infantry High-Elf Warriors M:1/2 A:4/- W:4	High-Elf Infantry High-Elf Archers M:1/2 A:2,4,2,1/- W:4	High-Elf Cavalry High-Elf Cavalry M:4 A:4 W:3	High-Elf Cavalry High-Elf Cavalry M:4 A:4 W:3	
High-Elf Cavalry Giant Eagles M:4 A:4 W:3	High-Elf Cavalry Giant Eagles M:4 A:4 W:3	High-Elf General High-Elf General	High-Elf General High-Elf General	High-Elf General High-Elf General
High-Elf Artillery High-Elf Bolt Thrower M:1* A:2,2,1* W:2	High-Elf Artillery High-Elf Bolt Thrower M:1* A:2,2,1* W:2	High-Elf General High-Elf Wizard M:0/3 A:S/- W:1	High-Elf General High-Elf Wizard M:0/3 A:S/- W:1	High-Elf General High-Elf Wizard M:0/3 A:S/- W:1

Orc Infantry Goblin Warriors M:1/2 A:2/- W:4	Orc Infantry Goblin Archers M:1/2 A:1,3,2,1/- W:4	Orc Infantry Goblin Warriors M:1/2 A:2/- W:4	Orc Infantry Goblin Archers M:1/2 A:1,3,2,1/- W:4		
Orc Infantry Orc Warriors M:1/2 A:3/- W:4	Orc Infantry Orc Archers M:1/2 A:2,3,2,1/- W:4	Orc Infantry Orc Warriors M:1/2 A:3/- W:4	Orc Infantry Orc Archers M:1/2 A:2,3,2,1/- W:4		
Orc Infantry Goblin Warriors M:1/2 A:2/- W:4	Orc Infantry Goblin Archers M:1/2 A:1,3,2,1/- W:4	Orc Infantry Goblin Warriors M:1/2 A:2/- W:4	Orc Infantry Goblin Archers M:1/2 A:1,3,2,1/- W:4		
Orc Infantry Orc Warriors M:1/2 A:3/- W:4	Orc Infantry Orc Archers M:1/2 A:2,3,2,1/- W:4	Orc Infantry Orc Warriors M:1/2 A:3/- W:4	Orc Infantry Orc Archers M:1/2 A:2,3,2,1/- W:4		
Orc Infantry Goblin Warriors M:1/2 A:2/- W:4	Orc Infantry Goblin Archers M:1/2 A:1,3,2,1/- W:4	Orc Cavalry Orc Boar Riders M:3 A:4 W:3	Orc Cavalry Goblin Wolf Riders M:4 A:3 W:3		
Orc Infantry Trolls M:2 A:5/- W:4	Orc Infantry Trolls M:2 A:5/- W:4	Orc Cavalry Orc Boar Riders M:3 A:4 W:3	Orc Cavalry Goblin Wolf Riders M:4 A:3 W:3		
Orc Infantry Black Orc Warriors M:1/2 A:4/- W:4	Orc Infantry Black Orc Warriors M:1/2 A:4/- W:4	Orc General Orc General	Orc General Orc General M:3 A:+1 W:1	Orc General Orc General M:3 A:+1 W:1	
Orc Artillery Orc Catapult M:0/1 A:0,2,3,3,2/- W:2	Orc Artillery Orc Catapult M:0/1 A:0,2,3,3,2/- W:2	Orc General Orc Wizard M:0/3 A:S/- W:1	Orc General Orc Wizard M:0/3 A:S/- W:1	Orc General Orc Wizard M:0/3 A:S/- W:1	
Dwarf Infantry Dwarf Warriors M:1/2 A:4/- W:4	Dwarf Infantry Dwarf Crossbows M:0/2 A:3,3,2,1/- W:4	Dwarf Infantry Dwarf Warriors M:1/2 A:4/- W:4	Dwarf Infantry Dwarf Crossbows M:0/2 A:3,3,2,1/- W:4		
Dwarf Infantry Dwarf Warriors M:1/2 A:4/- W:4	Dwarf Infantry Dwarf Crossbows M:0/2 A:3,3,2,1/- W:4	Dwarf Infantry Dwarf Berserkers M:1/2 A:5/- W:4	Dwarf Infantry Dwarf Berserkers M:1/2 A:5/- W:4		
Dwarf Infantry Dwarf Warriors M:1/2 A:4/- W:4	Dwarf Infantry Dwarf Crossbows M:0/2 A:3,3,2,1/- W:4	Dwarf Cavalry Dwarf Gyrocopters M:4 A:3 W:3	Dwarf Cavalry Dwarf Gyrocopters M:4 A:3 W:3		
Dwarf Artillery Dwarf Cannon M:0/1 A:5,4,3,2,1/- W:2	Dwarf Artillery Dwarf Cannon M:0/1 A:5,4,3,2,1/- W:2	Dwarf General Dwarf General	Dwarf General Dwarf General	Dwarf General Dwarf General	
Dwarf Artillery Dwarf Cannon M:0/1 A:5,4,3,2,1/- W:2	Dwarf Artillery Dwarf Cannon M:0/1 A:5,4,3,2,1/- W:2				