

BARBARIAN ARMY

by Pete

Troops	Type	Attack	Hits	Armour	Command	Size	Points	Min/Max	Special
Barbarian Warriors	Infantry	3	3	6	-	3	45	2/-	-
Barbarian Archers	Infantry	2/1	3	0	-	3	35	-/-	*1
Beggar Rabble	Infantry	2/1	3	0	-	3	30	1/-	*2
Berserkers	Infantry	5	3	5+	-	3	110	-/1	*3
Bison Cavalry	Cavalry	4	4	5+	-	3	125	-/4	-
Mule Riders	Cavalry	3	3	6	-	3	60	-/4	-
Rhinoceros Chariots	Chariot	4/1	4	4+	-	3	195	-/3	-
Birdmen	Monster	2	3	6+	-	3	65	-/1	*4
War Mammoths	Monster	6/1	4	5+	-	3	250	-/1	*5
Bears	Monster	5	3	0	-	3	85	-/1	*6
Treeman	Monster	6	4	4+	-	1	125	-/1	*7
Stone Thrower	Artillery	1/3	3	0	-	1	75	-/1	*8
Warlord	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Soothsayer	Wizard	+1	-	-	8	1	90	-/1	-
Mammoth	Mn-Mount	+3	-	-	-	1	+80	-/1	*5
Bird Wings	Flying-Mnt	+0	-	-	-	-	+20	-/1	*9

Special Rules

1. Barbarian Archers

- can shoot up to 30cm

2. Beggar Rabble

- can shoot up to 15cm in any direction

3. Berserkers

- unaffected by terror
- always use initiative to charge - never evade - must pursue/advance where possible
- cannot be driven-back by shooting

4. Birdmen

- can fly up to 100cm
- can only be joined by a character who is using Bird Wings

5. Mammoths

- move at infantry pace
- cause terror
- can shoot bows up to 15cm in any direction

6. Bears

- can move as infantry through woods and mountains
- cannot claim defended status
- can only be brigaded with other bears
- gain 1 free attack when scoring more hits than enemy during first round of combat
- always pursue/advance where possible

7. Treeman

- causes terror
- -1 command penalty, even when attached to a unit as a brigade

8. Stone Thrower

- can shoot up to 60cm
- cannot shoot at chargers

9. Bird Wings

- can be used by Barbarian Hero allowing the character to move up to 100cm

Spells

Wardance	60cm	4+	cause terror in one enemy unit, LOS required
Thunderbolt	30cm	5+	3 shooting attacks, no armour saves, causes drive-backs, LOS required
Sword of Steel	30cm	5+	+1 to attacks of each stand in one friendly unit, lasting for duration of combat
Shield of Strength	30cm	5+	units armour increased by one for the duration of combat