SMALL WARS

HISTORICAL & FANTASY

Army Builder

Section C - V 1.0

BANNERLINE GAMES

Designing & Building Units, Contingents & Armies

The Small Wars unit building system is a complete design toolkit that allows players to build custom units and fully personalized armies. The level of complexity is entirely up to you, just follow the unit building steps, apply the appropriate point costs, and bring your miniatures to life.

For the purposes of unit building, **all units fall into one of four core Unit Types: Infantry, Cavalry, Warbeasts, and War Machines.**

These types represent a unit's overall battlefield role and determine how it interacts with three defining characteristics:

- ✳ **Armour/Defence** - Used for defensive rolls and defending attacks.
- ✳ **Weapon/Strength** - Used for offensive rolls and damaging enemies.
- ✳ **Abilities** - Define unique actions, traits, or special rules available to the unit.

Designing a Unit

The best way to approach unit design is to consider both the theme and the mechanical role you want the unit to fill. Follow the steps in the Unit builder (*C-7*) to build your unit like this example.

Spartan Hoplite

A heavily disciplined citizen-soldier of ancient Sparta. Armed with a spear and shield, and protected by bronze armour. A general all-purpose soldier with a decent defence.

Unit Type: Infantry

Armour Type: Medium Armour - D8

Weapon: Light polearm - D6 (+1 when charging)

Optional Ability: Shield (+1 on defence rolls)

Cost: 22 points

Unit Abilities

Abilities are the key to making your unit feel unique and personal. By selecting different abilities, you can create distinct roles, strengths, or even a signature identity for each unit. Whether you're building a disciplined phalanx, a sneaky ambusher, or a fireball-flinging spellcaster, abilities allow you to shape how your unit performs and how it feels on the battlefield. Players can even apply an ability to just one model in the unit to represent a champion, leader, or veteran, adding depth and flavour. When selecting abilities:

- ✳ **An ability can only be purchased once per unit.** (*Unless stated otherwise in the ability description*)
- ✳ **When a Unit with an ability is removed from play any effects applied from its ability are no longer active or available** (*Unless stated otherwise in the ability description*).

Special Unit types

Stealth units, Warbeast Mounts, Spellcasters, and similar roles are treated as abilities rather than standalone unit types. These abilities grant unique bonuses or unlock additional options to enhance thematic and tactical variety and may have specific rules in the advanced rules section.

Ability guidelines: There are no formal limits on the number of abilities a unit may have. However, each ability increases the unit's cost and complexity. The more abilities you stack, the more challenging the unit becomes to manage during play. As a general rule, one or two abilities, or one from two different categories, such as attack or defence, is usually sufficient for most units.

Building Contingents

Players build their contingents by assembling units within an agreed points limit, commonly **250, 300, 350, or 400+ points**, depending on the desired scale of the game with the point limits designed to encourage tactical variety and fair play.

Each contingent must include one Officer unit who serves as the contingent's battlefield commander. While you may field up to 20 distinct unit types, it is generally recommended to limit your force to 4–6 unique unit profiles. This streamlines gameplay, improves table clarity, and makes it easier for both players to reference unit stats during play.

To assemble your contingent, you can construct your own units using the unit builder, creating profiles that match your preferred playstyle and tactical approach, or you can assemble contingents selecting units from the quick start units or from the four example armies that are provided. The quick start units and sample armies each showcase a different design philosophy. However they are not intended to be restrictive. Players are encouraged to mix and match units across these examples or create entirely new forces.

Visual cues such as miniatures wielding two-handed weapons to represent heavy fighters can help players quickly identify roles on the battlefield. However, players are not bound by their model collections. As long as unit types are clearly distinguishable and agreed upon by all players, the priority is building a force that fits your vision and enhances the gameplay experience.

Inspired by the Spartan Hoplite, we can build a full 300 point Spartan themed Contingent:

- ✳ **6 ×** Medium armoured Spartan Hoplites with Spears (19 points each) → 114 points.
- ✳ **5 ×** Light Armoured Archers with Longbows (16 pts each) → 80 points.
- ✳ **3 ×** Medium Armoured Cavalry with Heavy Polearms (28 pts each) → 84 points.
- ✳ **1 ×** Heavy-Armoured Officer with an Arming Sword & Focus strike → 21 points.

Total: 299 points across 15 units.

This gives us strong, disciplined front line veterans, Ranged support units and Medium Cavalry troops for flanking or flexible engagement. This approach results in a flavourful, narrative friendly contingent that still operates within a balanced points framework.

Designing Armies

Small Wars offers robust tools for building your own **Units, Contingents,** and **Armies** from the ground up. This system is designed to empower creativity, allowing players to craft Contingents that reflect their own themes, ideas, and settings with the miniatures they have available.

When designing an Army, consider three guiding principles:

- ✳ **Thematic flavor**
- ✳ **Point costing**
- ✳ **Careful playtesting**

Quick Start Units

To help players get their armies on the table quickly, quick start units provide a range of ready made units. These units are created using the same characteristics and points system as the Army Builder, but come pre-priced and balanced for play. Each unit offers two variants to choose from, making them flexible enough to suit almost any type of miniature you already own. Players can use these for fast setup, or for inspiration when customising and building their own forces.

SPEARMAN

Militia Spearmen

Unit Type: Infantry
Armour Type: Light Armour D6
Weapon: Light polearm D6 (+1 when charging)
Abilities: Shield - Gain +1 to defence rolls
Cost: 18 points

Heavy Spearman

Unit Type: Infantry
Armour Type: Medium Armour D8
Weapon: Heavy polearm D8 (+1 when charging)
Abilities: Dodge - once per game re-roll a defence die
Cost: 26 points

MAN-AT-ARMS

Militiaman

Unit Type: Infantry
Armour Type: Medium Armour D8
Weapon: Standard Inf Weapon D6
Abilities: Counterstrike - Gain +1 when retaliating
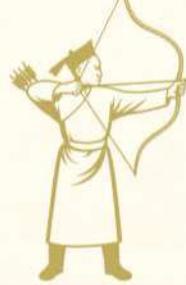**Cost: 20 points**

Soldier

Unit Type: Infantry
Armour Type: Heavy Armour D10
Weapon: Heavy Inf Weapon D8
Abilities: -
Cost: points 27

BOWMAN

Archer

Unit Type: Infantry
Armour Type: Unarmoured D4
Weapon: Long bow D6
Abilities: Marksman - Gain +1 to ranged attacks
Cost: 16 points

Skirmisher

Unit Type: Infantry
Armour Type: Light Armour D6
Weapon: Self Bow D6, Axe D6
Abilities: -
Cost: 18 points

CHAMPION

Fanatic

Unit Type: Infantry
Armour Type: Unarmoured D4
Weapon: 2 Handed Weapon D10
Abilities: Surge - once per game take your first movement for 0 AP
Cost: 21 points

Veteran

Unit Type: Infantry
Armour Type: Heavy Armour D10
Weapon: 2 Handed Weapon D10
Abilities: True Grit - Gain +1 on recovery rolls
Cost: 33 points

OFFICER

Commander

Unit Type: Officer Infantry
Armour Type: Medium Armour **D8**
Weapon: Heavy Inf Weapon **D8**
Abilities: Tactician - once per round re roll a die.
Shield Wall - Freindly units within influence gain +1 defence vs ranged attacks
Cost: 24 points

Hero

Unit Type: Officer Infantry
Armour Type: Heavy Armour **D10**
Weapon: 2 Handed Weapon **D10**
Abilities: Duelist - wins all combat ties.
Focused Strike - spend 1 AP to gain +2 Attack on your next attack
Cost: 33 points

BANNER-MEN

Tactician

Unit Type: Infantry
Armour Type: Light Armour **D6**
Weapon: Standard Inf Weapon **D6**
Abilities: Banner-men. Battle Command Once per turn, reposition a unit within 3 inches of the unit up to 2".
Cost: 22 points

Battle Commander

Unit Type: Infantry
Armour Type: Medium Armour **D8**
Weapon: Standard Inf Weapon **D6**
Abilities: Banner-men. Forward March Once per turn, this unit and allies within Influence may move up to 4" together.
Cost: 27 points

CAVALRY

Light Skirmisher

Unit Type: Cavalry
Armour Type: Light Armour **D6**
Weapon: Light Polearm **D6**
Abilities: Blood lust - Gain +1 AP when this unit staggers or eliminates an enemy
Cost: 22 points

Knight

Unit Type: Cavalry
Armour Type: Heavy Armour **D10**
Weapon: Lance **D12**
Abilities: Pathfinder Ignores terrain penalties and may move over obstacles without testing or restriction.
Cost: 39 points

WAR BEAST

Troll

Unit Type: War Beast Infantry
Armour Type: Heavy Armour **D10**
Weapon: Medium **D8**
Abilities: Rock Throw - once per game make a 1 inch D6 Ballistic attack at range 10".
Trampler - Cavalry movement when disengaging
Cost: 31 points

Dire Wolf

Unit Type: War Beast Cavalry
Armour Type: Unarmoured **D4**
Weapon: Low **D6**
Abilities: Skavenger Gain +1 to attack against wounded enemies
Cost: 16 points

GREAT BEAST

Dragon

Unit Type: Great Beast
Armour Type: Heavy **D10**
Weapon: Extra Strong D12
Abilities: Breath (refer to breath ability)
Assault - Gain +1 when charging.
Cost: 62 points

War Elephant

Unit Type: Great Beast
Armour Type: Heavy **D10**
Weapon: Medium **D8**
Abilities: Tough Hide - +1 wound.
Ferocious - Gain +1 to strike attacks
Cost: 60 points

Sample Contingents

Roman Vexillatio - 13 Units - 300 points

Morale Break Point: 4

The disciplined might of Imperial Rome. Built around rigid formations, overlapping shields, and relentless infantry pressure, this Army is designed to wear down enemies through endurance and tactical cohesion.

Units	Type	Defence	Attack	Abilities/Notes	Unit Count	Cost (per unit)
Legionaires	Infantry	Medium D8	Gladius D6	**Shield:** Gain+1 to Defence rolls **Counter strike:** Gain +1 when retaliating	5	23
Auxiliary Archers	Infantry	Light D6	Long Bow D6	Longbow range 20"	5	16
Equite Cavalry	Cavalry	Medium D8	Light Polearm D6	-	2	24
Signifier	Cavalry Banner-men	Medium D8	Light Polearm D6	**Iron Will:** -1 morale break point **Banner-men**	1	33
Titus Serverus	Officer	Heavy D10	Gladius D6	**Focused Strike:** Spend 1 AP to gain +2 on your next attack. **Shield Wall:** Defence bonus vs ranged	1	24

Gaulish Warband 15 Units - 295 points

Morale Break Point: 2

The Gaulish tribes march to war in a fury of wild courage and thunderous drums. Fierce and impetuous, these warriors favor overwhelming charges, ambushes, and aggressive tactics over rigid formations.

Units	Type	Defence	Attack	Abilities	Unit Count	Cost (per unit)
Tribal Champion	Infantry	Light D6	Heavy Axe D8	**Dodge:** Re-roll Failed defence once per game	4	21
Fanatic	Infantry	Unarmoured D4	2 Handed Weapon D10	**Surge:** Free first movement once per game	4	21
Raider	Infantry	Light D6	Std Infantry Weapon D6	**Throwing axes:** Attack D4, range 6 inches	3	16
Hillbow Hunters	Infantry	Light D6	Hunting Bow D6	**Stealth** Hunting bow range 12"	2	17
Banner Bearer	Infantry Banner-men	Light D6	Arming Sword D6	**Banner-men** **Battle Command**	1	22
Brennus Redmane	Officer	Medium D10	Heavy Axe D8	**Duelist:** Wins all Combat ties **True Grit:** +1 on Recovery rolls	1	23

Knights of Avalon - 13 Units - 291 points

Morale Break Point: 4

The noble champions of Avalon, sworn to the ideals of chivalry and honour. Led by King Arthur and his steadfast courage and unyielding faith, their gleaming armour and shining banners rally allies and strike awe into all who oppose them..

Units	Type	Defence	Attack	Abilities	Unit Count	Cost (per unit)
Knights	Infantry	Medium D8	Longsword D8	True Grit: +1 on Recovery rolls	5	24
Squire archers	Infantry	Light D6	Longbow D6	Longbow range 20"	5	16
Gryphon	Cavalry Warbeast	Medium D8	D12	Leap Assault: Gain +1 attack when charging	1	37
Sir Bedivere	Cavalry Banner-men	Light D6	Light Polearm D6	Banner-men	1	25
King Arthur	Officer	Heavy D10	Excalibur D8	Magic Weapon Tactition	1	29

Court of the Damned Queen 15 Units - 295 points

Morale Break Point: 2

The Withered Throne rises. Animated dead, restless corpses, and cursed souls march at the command of dark lords and necromancers.

Units	Type	Defence	Attack	Abilities	Unit Count	Cost (per unit)
Skeleton Warriors	Infantry	Light D6	Light Polearm D6	-	5	15
Zombies	Infantry	Unarmoured D4	D6	-	3	11
Banshee	Infantry	Light D6	D6	Ethereal Evade	2	20
Dread Knight	Cavalry	Heavy D10	Long Sword D8	Shield Dread	3	39
The Damned Queen	Officer Cavalry	Medium D10	Heavy Polearm D8	Magic Weapon Ethereal	1	30

Unit Builder

To create a Unit, you must select a Unit Type indicating its battlefield role, an Armour Type to reflect its durability, and a Weapon Type generally based on what the model is wielding. Weapons are chosen from the Close Combat Weapons and Ranged Weapons tables. You may then choose to add Abilities. These are optional, but they can bring your units to life by adding tactical depth and personality. *Any weapon or ability may only be selected once per unit. Details for building Warbeasts, and War Machines are detailed on **Pages C12-C14**.*

To build a unit follow these steps referring to the Army Building tables:

➡ **Choose a Unit Type**.

➡ **Select a Defence / Armour Type**.

➡ **Select a Weapon Type** (Close and/or Ranged Combat weapons).

➡ **Add Abilities** (Optional).

➡ **Calculate the cost**.

Infantry & Cavalry Units

Unit Type	Notes	Cost
INFANTRY	Standard Foot soldiers	**5**
CAVALRY	**Gain +1 attack when charging** Limited to Hunting/Self Bows & Light Javelins for ranged attacks	**10**
OFFICER (INF) **OFFICER** (CAV)	A contingent must contain one, and only one, Officer. **+1 D20 when rolling for Morale** while the unit is on the field Bonus to Recover Wounded Units	**0** **5**

Defence / Armour

Type	Description	Defence Die	Bonus Vs Ranged	Cost
Unarmoured	Basic clothing or bare skin. Offers minimal protection. eg; Berserkers or Peasants	**D4**	**+2**	**2**
Light	Leather or padded armour. May also represent a shield without body armour, eg" Light armoured barbarians, Gambeson clad bowmen, conquistador	**D6**	**+1**	**5**
Medium	Chainmail, scale, or layered lamellar armour, eg: Norman Knight with chainmail, Landsknecht with brigandine	**D8**	**0**	**9**
Heavy	Full plate armour or equivalent protection, eg: Praetorian with Segmentata, Late Knight in full plate, Early Cuirassier or Halbardier, heavy shield	**D10**	**0**	**14**

__ Weapons:__ A unit may select multiple weapon types, but each weapon can only be selected once, and the unit must pay the listed cost for every weapon it chooses. For example: A unit could equip a Sword and a Bow, or a Lance and a Standard Infantry Weapon, but it cannot purchase the same weapon twice.*

__ Armour Descriptions:__ are provided as suggestions only. Ultimately, it's up to you to design your units how you like, build the contingents you enjoy, and play the game in the way that's most fun for you.*

__ Shields:__ Shields are generally included within the Armour type. To emphasise the presence of a shield an additional shield bonus can be purchased as an ability.*

Close Combat Weapons

Type	Examples	Notes	Attack Die	Cost
Fallback, Side Arms & Light Weapons	Knife, Dagger, Club, Fists, Teeth	Default fallback weapon, carried by all units as a default	D4	0
Standard Infantry Weapons	Arming Sword, Mace, Axe	1 handed common melee weapons balanced and suitable for most infantry	D6	4
Heavy Infantry Weapons	Heavy axes, long swords, heavy hammers	Heavy or large 1 handed weapons	D8	8
Two Handed Weapons	Greatsword, Dane Axe, Maul	Cannot be paired with Shield bonuses	D10	12
Light Polearms (1 Handed)	Light Spear, Short Spear, Javelin	**+1 Attack when charging** Can be thrown Range 10" Ammo 1	D6	5
Heavy Polearms (2 Handed)	Heavy Spear, Pike, Glaive, Halberd,	**+1 Attack when charging** Can be thrown, range 8" Ammo 1	D8	9
Mounted Combat Weapons	Lance, Contos	Can only be used in a charge attack	D12	13

Ranged Combat Weapons

Type	Notes	Max Range (inches)	Attack Die	Cost
Throwing axe or Knife	Unlimited ammunition	6	D4	2
Hunting Bow / Self Bow	Unlimited ammunition	12	D6	4
Long Bow	Unlimited ammunition	20	D6	6
Light Javeline	Unit takes 3 ammunition gain +1 bonus to attack when thrown	10	D6	6
Heavy Javeline	Unit takes 3 ammunition.	8	D8	10
Sling	Unlimited ammunition	16	D4	4
Crossbow	Cannot Move & Shoot on the same activation Can only be paired with a fallback/sidearm Close combat weapon	16	D8	10
Gunpowder Weapon	Cannot Move & Shoot on the same activation Can only be paired with a fallback/sidearm Close combat weapon	12	D10	13

Attack Abilities

Ability	Unit Restriction	Effect	Cost
Precision Strike	All Units except War Machines	Once per game re-roll an attack die	2
Push	All Units except War Machines	Spend 1 AP to Push 1 enemy unit within AoI directly back outside your unit's AoI	2
Surge	All Units except War Machines	Once per game take your first movement for 0 AP	2
Skirmisher	All Units except War Machines & Great Beasts	After making a ranged attack, this unit may reposition up to 2 inches.	2
Counterstrike	All Units except War Machines	Gain +1 Attack when making a retaliation strike	2
Blood Lust	All units except War Machines	During your turn, when this unit staggers or eliminates an enemy unit, gain 1 AP.	2
Burn	All units except War Machines	When this unit staggers an enemy unit, the enemy unit suffers -1 to recovery rolls while it is staggered.	2
Marksman	All Infantry & Cavalry units	Gain +1 to ranged attacks.	3
Magic weapon / Focused strike	All Units except War machines	Spend 1 AP to gain +2 on your next attack (must declare before rolling).	3

Defence Abilities

Ability	Unit Restriction	Effect	Cost
Evade	All Units except War Machines & Great beasts	When retaliating, the unit may instead reposition up to 2". It must reposition outside any enemy units AoI.	2
True Grit	All Units except War Machines	Gain +1 on Recovery rolls.	2
Dodge	All Units except War Machines & Great Beasts	Once per game, you may re-roll one failed Defence roll.	3
Shield	All Units except War Machines	Gain +1 to Defence rolls. This ability cannot be taken with 2 handed weapons.	3
Shield Wall	Officers & Banner-men	Friendly units within the unit's AoI gain +1 Defence vs ranged attacks.	3
Ethereal	All Units except War Machines	This unit can move through light terrain and obstacles. Gains +1 Defence vs ranged attacks.	4
Resilience	All Units except War Machines & Great Beasts	Gain +1 Wound. This ability can be purchased up to 2 times per unit	7

Tactical Abilities

Ability	Unit Restriction	Effect	Cost
Pathfinder	All Units except War Machines & Great Beasts	Ignores obstacles, may move through dangerous terrain without testing or penalties.	2
Ensnare	All Units except War Machines	Once per game, trap enemy unit within 6". Target cannot move during its next activation but may take other actions.	2
Battle Command	Officers & Banner-men only	Once per turn, reposition a unit within 3 inches of this unit up to 2 inches. (Free Action) Units cannot be re-positioned within an enemy units AoI.	3
Leap	All units except war Machines	Spend 1 AP to add +4 inches to a move action, ignoring all terrain and obstacles.	3
Stealth	Infantry, Banner-men & Warbeasts only	Grants unit access to Stealth mechanics (see Stealth rules). Only available for light and unarmoured units.	3
Iron Will	Officers and Banner-men only	Lowers the base Morale break point by 1. May be purchased up to 2 times per contingent.	4
Dread	All Units except War Machines	Enemy units within this unit's Influence cannot disengage or move out of AoI.	4
Forward March	(Infantry) Officers and Banner-men only	Spend 1 AP. This unit and all friendly units within its AoI may each move up to 4". Units moved this way may not use Forward March again this turn and do not charge when entering an enemies AoI.	4
Tactician	Officers & Banner-men only	Once per turn, spend 1 AP to re-roll any die. Limit 1 unit per Contingent.	4
Duelist	All Units except War Machines & Great Beasts	Wins all tied combat rolls. If both combatants are Duelists, the effect is cancelled.	4
Banner-men	Infantry & Cavalry Units	Recieves Officer Recovery bonuses. can purchase tactical abilities restricted to Officers.	5
Spell Master	All Units except War Machines	When casting a spell, roll 2x D20 and use the higher result.	5
Spell Caster	All Units except War Machines	This unit may cast spells. Select up to 3 spells from the spell list.	6

Spells

To select spells a unit must take the tactical ability Spellcaster. Spellcasters then may select 3 spells.

Spell	Effect	Spell Power	Cost
Warp pulse	Teleport a target unit 6" in a random direction. Roll a D4: move the target unit in the direction the 1 is pointing. On a result of 1, the caster chooses the direction.	5	0
Haste	Target unit gains +3 inches to their first move action this round.	5	0
De-materialise	Cast on a terrain feature. That terrain provides no cover bonuses for the remainder of this and next round.	8	0
Fog Cloud	Create a 3 inch radius area of Light Cover anywhere within range. Lasts for the remainder of this and all of next round.	8	0
Warp	Teleport the caster or friendly unit up to 6" in any direction. Cannot teleport within an enemy AoI	8	2
Mirror	Instantly swap positions with a friendly unit within LoS.	8	2
Sanctuary	Select a A friendly unit within range that unit cannot be targeted by attacks during this round.	10	4
Magic bolt (fire, Ice, Arcane etc,)	Unit resolves a D8 ranged attack. Defender uses unmodified Defence die.	5	4
Weakness	Target enemy suffers −1 to attack and defence rolls this round.	8	4
Terror	Target unit moves its maximum distance towards the closest board edge	10	4
Shield of faith	Target friendly unit gains +2 to Defence rolls this round.	10	6
Fear	Target unit cannot move, attack, or retaliate this round.	12	6
Madness	Target unit attacks a friendly unit within its Area of Influence. Officers, War Machines, and Great Beasts are immune.	12	6
Summon Beast	Once per game, summon a Small Infantry Warbeast within 3" of the caster (Attack D4, Defence D4. When destroyed does not count towards Morale).	8	8

Warbeasts

To create a Warbeast unit, refer to the Warbeast tables below. Begin by selecting a **Unit Type, Defence, Attack** (Strength), and any **optional Abilities** to enhance the unit's tactical role and personality.

To build a War Beast follow these steps referring to the Warbeast tables:

➡ **Choose a Unit Type.**
➡ **Select a Defence.**
➡ **Select an Attack (Strength).**
➡ **Add Abilities (**Optional, From either the Warbeast or other ability tables**).**

When building a mounted Warbeast unit select mounted on Warbeast or Officer On Warbeast from the Warbeast building table. Players then choose weapons and armour from the Warbeast tables. These units gain access to Warbeast-only abilities and any abilities in the normal Ability tables for either Warbeast or Cavalry units.

Warbeast Units

Unit Type	Notes	Cost
INFANTRY	Low intelligence creatures trained to fight on foot alongside infantry formations Ogres, Trolls, Beatsmen, insects, Gargoyles.	4
CAVALRY	Aggressive creatures built for speed and impact Gryphons, giant Lizzards, Manticores, Wolves. **Gain +1 attack bonus when charging.**	8
MOUNTED WARBEAST	Cavalry unit combining a rider and beast. **Gain +1 attack Bonus when charging.**	10
OFFICER on WARBEAST	An Officer mounted on a Warbeast	5
GREAT BEAST	Towering monsters or magical beasts (eg: dragons, giants, Elephants) with multiple wounds.	25

Warbeast Defence & Attack

Defence	Defence Die	Bonus vs Range	Cost		Attack	Attack Die	Cost
Unarmoured	D4	+2	2		Weak	D4	0
Light	D6	+1	5		Low	D6	4
Medium	D8	0	9		Medium	D8	8
Heavy	D10	0	14		Strong	D10	12
Super Heavy	D12	0	17		Extra Strong	D12	15

Warbeast Abilities

Ability	Unit Restriction	Effect	Cost
Spines	All Warbeasts	Once per game, make a D6 ranged attack at 8"range.	2
Assault	Warbeast Infantry & Great Warbeasts	Gain +1 Attack when charging.	2
Skavenger	Warbeasts	Gain +1 to attack against staggered enemies	2
Trampler	Warbeast (Infantry)	The warbeast follows Cavalry movement rules when Disengaging	2
Hunter	All Warbeasts	When charging this unit can move +1 extra inch.	2
Constrictor	All Warbeasts	When this unit attacks an enemy that enemy cannot disengage during the players next turn	2
Rock Throw	Warbeasts	Once per game, make a D6 Ballistic ranged attack at 10" with a 1" radius.	3
Thrash	All Warbeasts	After attacking an Infantry unit, reposition it anywhere within your Area of Influence.	3
Acid	All Warbeasts	Gains +1 attack vs Medium & Heavy Armour.	3
Ferocious	All Warbeasts	Gain +1 to Strike attacks.	3
Backlash	Great Beasts only	Once per activation, Spend 1 AP to make a D6 Close combat attack against one unit within AoI. Does not end the units activation.	6
Breath	All Warbeasts	Once per game Spend 1 AP to perform an attack. At range 3 inches, make 1, D8 attack against 1 target & a second D6 attack against a different target.	6
Tough Hide	Great Beasts only	+1 Wound (maximum 1 per unit).	10

War Machines

War Machines have predefined Types. Select a War Machine from the War machine table.

Type	Rate of Fire	Range	Defence Die	Attack Die	Wounds	Move (Inches)	Cost
Ballista (Direct Fire)	1 Shot per turn	20	D6	D8	2	6	30
Fantasy Cannon (Ballistic)	alternating rounds	24	D6	D6 2 " impact zone	2	6	35
Catapult (Ballistic)	alternating rounds	24	D6	D8 1" impact zone	2	6	35
War Wagon (Support)	N/A	N/A	D8	N/A	2	6	20
Chariot (Support)	N/A	N/A	D8	D10 On a charge	2	9	40