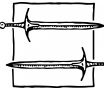
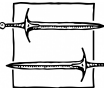


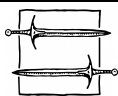


SPECIAL (no limit)

	Swordsmen 180 pts + 18 pts/extra model	8 – 15 models	0-3 Units per Army	Size Standard Type Infantry Base 20x20mm
<i>Global</i>	<i>Adv</i> 4" <i>Mar</i> 8" <i>Dis</i> 7	<i>Model Rules</i> More Money for Us, Light Troops		
<i>Defense</i>	<i>HP</i> 1 <i>Def</i> 4 <i>Res</i> 3 <i>AS</i> 6+ <i>Spe</i> -	Light Armour, Hard Target		
<i>Offense</i>	<i>Att</i> 1 <i>Off</i> 4 <i>Str</i> 3 <i>AP</i> 0 <i>Agi</i> 4	Swordsman Small-sword, Throwing Weapons (4+)		
<i>Model Rules</i>	Small-sword: Melee Weapon Follows the rules for Paired Weapons. In addition, the wielder gains Aegis (6+) against Melee Attacks.			<i>Command Group Options</i>
				<i>Pts</i>
			Unit Leader	20
			Musician	20
			Standard Bearer	20

	Freelancers 230 pts + 44 pts/extra model	5 – 15 models	0-4 Units per Army	Size Standard Type Cavalry Base 25x50mm	
	<i>Units of 8 or more models count towards Core</i>				
<i>Global</i>	<i>Adv</i> 7" <i>Mar</i> 14" <i>Dis</i> 7	<i>Model Rules</i> More Money for Us, Scoring			
<i>Defense</i>	<i>HP</i> 1 <i>Def</i> 4 <i>Res</i> 3 <i>AS</i> 2+ <i>Spe</i> -	Heavy Armour, Mount's Protection (1), Shield, Barding			
<i>Offense</i>	<i>Att</i> 1 <i>Off</i> 4 <i>Str</i> 3 <i>AP</i> 0 <i>Agi</i> 3	Rider Motley Armement, Devastating Charge (+1 Att)			
	Horse 1 3 3 0 3	Harnesses			
<i>Model Rules</i>	Motley Armement: Melee Weapon This weapon follows the rules for Great Weapons. In the first Round of Combat, the wielder may choose to use it as a Lance. In subsequent Rounds of Combat, it uses the Great Weapon rules as normal.				<i>Command Group Options</i>
					<i>Pts</i>
			Unit Leader		20
			Musician		20
			Standard Bearer		20
			- Banner Enchantment up to		50

**Tax Collector**

195 pts + 18 pts/extra model

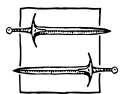
15 – 40 models

0-2 Units per Army

Size Standard
Type Infantry
Base 20x20mm

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	4"	8"	7			More Money for Us, Scoring
<i>Defense</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>AS</i>	<i>Spe</i>	
	1	4	3	5+	-	Heavy Armour
<i>Offense</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>	
Tax Collector	1	4	4	1	3	Halberd, Give Me The Money
<i>Options</i>					<i>Pts</i>	<i>Command Group Options</i>
Chest Box					175	Unit Leader 20 Musician 20 Standard Bearer 20 - Banner Enchantment up to (One of Kind) 100
<i>Model Rules</i>						
Give Me The Money: <i>Attack Attribute, Melee</i> Attacks from model parts with this rule gains Battle Focus (against Scoring).						

	Chest Box					Single model	Size Large Type Construct Base 40x60mm
	175 pts						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>	
	4"	8"	7			More Money for Us, War Platform, Power of Gold, Stubborn	
<i>Defense</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>AS</i>	<i>Spe</i>		
	4	4	4	3+	-	Heavy Armour, Innate Defence (2)	
<i>Offense</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>AP</i>	<i>Agi</i>		
	Crew (2)	1	4	4	1	3	Halberd, Give Me The Money
	Horse (1)	1	3	3	0	3	Harnessed
	Chassis	-	-	4	1	-	Inanimate, Impact Hits (D3)
<i>Model Rules</i>							
Power of Gold: <i>Universal Rules</i> All units with Mercenary special rule within 6" of a friendly non-Fleeing model with this rule may reroll the D6 on the Table of Loyalty.							



Desert Riders
150 pts + 30 pts/extra model

5 – 15 models

0-2 Units per Army

Size Standard
Type Cavalry
Base 25x50mm



*A unit with Bow option additionally counts towards the Arsenal & Ammunition Category
Units of 8 or more models count towards Core*

Global	Adv	Mar	Dis				Model Rules
	8"	18"	7				More Money for Us, Feigned Fight, Vanguard, Light Troops
Defense	HP	Def	Res	AS	Spe		
	1	3	3	4+		Light Armour, Mount's Protection (1), Shield	
Offense	Att	Off	Str	AP	Agi		
Rider	1	3	3	0	3	Scimitar	
Horse	1	3	3	0	3	Harnessed	
Options	Pts			Command Group Options			Pts
Bow (4+)	2/extra model			Unit Leader			20
Model Rules				Musician			20
				Standard Bearer			20
				- Banner Enchantment up to			50

Scimitar: Melee Weapon

This weapon follows the rules for Halberd, except the wielder can use it together with a Shield.