

# LUNAR OCCUPIERS

TOTAL POINTS 454

Hero Points 117

Unit Points 337

Reputation 44

Reputation Tokens 11

## HEROES

### DALCYON VAR ENKORTB

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	29	3	0	3	2	4	None
<b>Army Commander</b>	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
<b>On My Command, Unleash Hell</b>	Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]						

### RAUS OF RONE

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	2	None
<b>Today We Fight to Win</b>	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						
<b>Hold Fast</b>	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

### GRUNTBIL

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	28	2	1	3	2	3	None
<b>Brutal</b>	4+ to hit in Melee Combat [pg66]						
<b>Fearsome</b>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						

### GIMGIM THE GRIM

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	37	3	1	3	2	4	Javelins
<b>Battle Smiter</b>	+1 Combat Dice in single combats [pg71]						

# UNITS

BROO								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry)	24	12	0	3	4	2	None
<b>Fearsome</b>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]							
<b>Impetuous</b>	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]							

BROO SKIRMISHERS								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Skirmishers (Light Infantry)	14	8	4	3	2	1	Javelins
<b>Agile</b>	No penalties in Rough Terrain [pg67]							
<b>Evade</b>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							

SCORPIONMEN								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Heavy Riders (Medium Cavalry)	26	10	5	3	3	3	Javelins
<b>Counter Charge</b>	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]							
<b>Disengage</b>	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]							
<b>Fearsome</b>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]							
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]							

GRANITE DBALANX								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	29	12	0	3	4	3	None
<b>Drilled</b>	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]							
<b>Pikes</b>	+2 integral support save dice against Light Riders, Heavy Riders, a Towering Monstrosity or a Swooping Attack from Flying troops. Support still applies against an enemy with Aura of Dread trait [pg69]							
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]							
<b>Steadfast</b>	Does not take a Command Test if retreated into by friendly Units [pg70]							

## LUNAR TROOPS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
4	Warriors (Heavy Infantry with Missiles)	23	10	5	3	4	2	Bow / Mounted Elf Bow

## LUNAR DELTASTS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Skirmishers (Light Infantry)	14	8	4	3	2	1	Javelins
<b>Agile</b>	No penalties in Rough Terrain [pg67]							
<b>Evade</b>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							

## LUNAR MAGICIANS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	24	8	8	2	4	2	Elf Bow / Crossbow / Longbow
<b>Hel's Breath</b>	An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68]							

## LUNAR CAVALRY

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Heavy Riders (Medium Cavalry)	20	10	5	3	3	2	Javelins
<b>Counter Charge</b>	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]							
<b>Disengage</b>	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]							

## LUNAR LIGHT CAVALRY

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Light Riders (Scouts)	18	6	6	3	2	2	Short Bow / Mounted Bow
<b>Counter Charge</b>	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]							
<b>Disengage</b>	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]							
<b>Evade</b>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							