



TRIBAL NATIONS

Sachem Warlord							Points Value
Warlord Warrior Unit • Heroic Model							89
Special: You must include one Sachem Warlord or Sachem Mounted on War Eagle unit in your warband and one only.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Sachem with tomahawk	6	5	5	5	8	9	Tough, Command, 3x HtH, Wound, Woodsmen.
2x Mohawk Warriors with tomahawks.	6	5	5	5	7	7	Woodsmen.
Options							
Upgrade Sachem to Wounds 2 @ 10pts.				Add up to 2 Mohawk Warriors @ 13pts each.			
Upgrade Sachem to Tough 2 @ 10pts.							

Sachem Warlord Mounted on War Eagle							Points Value:
Warlord Mounted Unit • Heroic Model							131
Special: You must include one Sachem Warlord or Sachem Mounted on War Eagle unit in your warband and one only.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Sachem with spear	5	5	5	6	8	9	Tough, Command, 3x HtH, Hero, Wound.
War Eagle	-	-	6	-	-	-	Fly, Fast 10, 2x HtH SV2.
Options							
Upgrade Sachem to Wounds 2 @ 18pts.				Upgrade Sachem to Wounds 3 @36 pts.			
Upgrade Sachem to Tough 2 @ 10pts.							



TRIBAL NATIONS



Medicine Man							Points Value
Warrior Unit • Heroic Model							63
Special: You can include a maximum of one Medicine Man in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Medicine Man with staff	6	5	5	5	7	8	Tough, Wound, Woodsmen, Regrowth of the Woods, Magic Level 1.
0 x Mohawk Warrior with club	6	5	5	5	7	7	Woodsmen.
Options							
Upgrade Medicine Man to Magic Level 2 @ 25pts.				Upgrade Medicine Man to Tough 2 @ 10pts.			
Upgrade Medicine Man to Magic Level 3 @ 50pts.				Add up to 4 Mohawk Warriors @ 10pts each.			
Add Tomahawks to Mohawk Warriors @ 3 pts per model.							

Mohawk Warriors							Points Value
Warrior Unit							62
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Mohawk Warriors Leader with club.	6	5	5	5	7	8	Tough, Woodsmen.
4 x Mohawk Warriors with clubs.	6	5	5	5	7	7	Woodsmen.
Options							
Add Tomahawks @ 3 pts per model.				Add up to 5 Mohawk Warriors @ 10pts each.			



TRIBAL NATIONS



Seneca Archers							Points Value
Warrior Unit							77
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Seneca Warrior Leader with club, bow.	6	6	5	5	7	8	Tough, Woodsmen
4 x Seneca Warriors with clubs, bows.	6	6	5	5	7	7	Woodsmen
Options							
Upgrade to Dead Eye Shot @ 10pts for unit.				Add up to 5 Seneca Warriors @1 3pts each.			

Sasquatch							Points Value
Monster Unit							147
Unit	Ag	Acc	Str	Res	Init	Co	Special
3 x Sasquatch	5	5	7	8	6	8	Frenzied Charge, 3xHtH, Dread, SV 2, Woodsmen.
Options							
Add Wound to all models in Unit @ 16pts per model.				Add up to 2 Sasquatch @ 47pts each.			

War Eagles							Points Value
Beast Unit							78
Unit	Ag	Acc	Str	Res	Init	Co	Special
3 x War Eagles	6	5	5	4	7	8	Fast 8, Flies, 2x HtH, Drop 1 SV 1, Woodsmen.
Options							
Add up to 2 War Eagles @ 26 pts each.							



TRIBAL NATIONS



Wendigo							Points Value
Monstrosity Unit							130
Special: You can include a maximum of one Wendigo unit in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Wendigo	6	5	7	9	7	8	Frenzied Charge, 4xHtH, SV2, MoD2, Large, Woodsmen, Wound 2.
Options							
Upgrade Wendigo to Wound 3 @ 27pts.							

Wolves							Points Value
Beast Unit							80
Unit	Ag	Acc	Str	Res	Init	Co	Special
5 x Wolves	6	5	5	5	7	7	Fast 8, 2x HtH, Woodsmen.





Special Rules / Abilities

Woodsmen.

If a unit has the Woodsmen rule then any models within wooded terrain that are otherwise entitled to a cover bonus to their Res add a further one to that bonus.

Units with the Woodsmen rule treat wooded terrain as open terrain, which means they don't need to test their Agility when they move through or into it.

Regrowth of the Woods.

Casting Value. 8

Range. 10" x Caster Level

Target. Any point on the battlefield within range and Line of Sight that is not already a Wooded Terrain Feature.

Effect. Immediately place a light wooded terrain feature, up to 5" in diameter, centered on the designated spot. These new woods may not overlap an existing terrain feature. Any models within the affected area are placed inside the newly created woods in their original location, as the woods suddenly grow around them.

Duration. The spell lasts until the end of the game.

