



WESTERN FEDERATION

AKI'CITA WARLORD UNIT DETAILS POINTS VALUE: 89			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. GENERAL. 1X AKI'CITA WARLORD OR OTHER "GENERAL" MINI MUST BE INCLUDED IN A WESTERN FEDERATION FORCE AND ONLY ONE MAY EVER BE INCLUDED IN A WESTERN FEDERATION FORCE.			REPLACE ALL CLUBS WITH SPEARS @ 2 PTS. EACH.				1	
UPGRADE AKI'CITA TO 3 WOUNDS @ 10 PTS. UPGRADE AKI'CITA TO TOUGHENED 2 @ 10 PTS.			ADD KANGI'YUHA UP TO A MAX UNIT SIZE OF 5 @ 14 PTS. EACH.					
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
1X AKI'CITA WARLORD WITH CLUB AND BOW.	5	6	5	5	7	8	TOUGHENED 1, COMMANDING PRESENCE, 2 WOUNDS, 3 FI ATTACKS, DODGE, QUICK AS THE WIND.	
2 X KANGI'YUHA WITH CLUBS & BOWS	5	6	5	5	7	7	DODGE, QUICK AS THE WIND.	

BEAR WOMAN UNIT DETAILS POINTS VALUE: 58			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID. HEROIC FIGURE. A MAXIMUM OF 1 BEAR WOMAN MAY BE INCLUDED IN A WESTERN FEDERATION FORCE.			REPLACE ALL CLUBS WITH SPEARS @ 2 PTS. EACH.				1	
UPGRADE TO MAGIC LEVEL 2 @ 25 PTS. UPGRADE TO MAGIC LEVEL 3 @ 50 PTS. UPGRADE TO TOUGHENED 2 @ 10 PTS.			ADD KANGI'YUHA UP TO A MAX UNIT SIZE OF 5 @ 14 PTS. EACH.					
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
1 X BEAR WOMAN WITH CLUB.	5	5	5	5	7	8	TOUGHENED 1, MAGIC LEVEL 1, 2 WOUNDS, DODGE, QUICK AS THE WIND.	
0 X KANGI'YUHA WITH CLUBS & BOWS.	5	6	5	5	7	7	DODGE, QUICK AS THE WIND.	

KANGI'YUHA, CROW OWNER SOCIETY WARRIORS UNIT DETAILS POINTS VALUE: 82			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.			GIVE THE ENTIRE UNIT EAGLE EYE @ 10 PTS.				1	
ADD KANGI'YUHA UP TO A MAX UNIT SIZE OF 10 @ 14 PTS. EACH.								
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
1 X KANGI'YUHA LEADER WITH CLUB & BOW.	5	6	5	5	7	8	TOUGHENED 1, DODGE, QUICK AS THE WIND.	
4 X KANGI'YUHA WITH CLUBS & BOWS.	5	6	5	5	7	7	DODGE, QUICK AS THE WIND.	





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CHEYENNE DOG SOLDIERS UNIT DETAILS POINTS VALUE: 82			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.			ADD CHEYENNE DOG SOLDIERS UP TO A MAX UNIT SIZE OF 10 @ 13 PTS. EACH.				1	
UNIT BONUS: IF THIS UNIT HAS NOT YET MOVED THIS GAME TURN IT GAINS HARDY.			REPLACE ALL CLUBS WITH TOMAHAWKS @ 3 PTS. EACH.					
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
1 X CHEYENNE DOG SOLDIER LEADER WITH CLUB & LIGHT ARMOR.	5	5	6	5(6)	7	8	TOUGHENED 1. FIERCE.	
4 X CHEYENNE DOG SOLDIERS WITH CLUBS & LIGHT ARMOR.	5	5	6	5(6)	7	7	FIERCE.	

KIT FOX SOCIETY WARRIORS UNIT DETAILS POINTS VALUE: 87			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: HUMANOID.			REPLACE ALL CLUBS WITH TOMAHAWKS @ 3 PTS. EACH.				1	
ADD KIT FOX SOCIETY WARRIORS UP TO A MAX UNIT SIZE OF 10 @ 13 PTS. EACH.								
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
1 X KIT FOX SOCIETY WARRIOR LEADER WITH CLUB & BOW.	5	5	5	5	7	8	TOUGHENED 1, STEALTH, ADVANCED DEPLOYMENT, SET FIRE.	
4 X KIT FOX SOCIETY WARRIORS WITH CLUBS & BOWS.	5	5	5	5	7	7	STEALTH, ADVANCED DEPLOYMENT, SET FIRE.	

TATANKA UNIT DETAILS POINTS VALUE: 90			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: BEAST.							1	
ADD TATANKA UP TO A MAX UNIT SIZE OF 10 @ 17 PTS. EACH.								
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
5 X TATANKA	6	4	6	8	5	6	1 FI ATTACK AT STRENGTH 2, HIT AND RUN, STAMPEDE.	





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CHICHIPISCHEKWAN UNIT DETAILS POINTS VALUE: 64			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: MONSTER.							1	
ADD CHICHIPISCHEKWAN UP TO A MAX UNIT SIZE OF 5 @ 18 PTS. EACH.			ADD 1 WOUND TO ALL MINIS IN THE UNIT @ 14 PTS. PER MINI.					
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
3 X CHICHIPISCHEKWAN	6	4	5	7	5	7	DODGE, DREADFUL, UNSTOPPABLE CHARGE, DEADMAN'S CHILL, LIVING DEAD,	

THUNDERBIRD UNIT DETAILS POINTS VALUE: 114			UNIT OPTIONS				UNIT ACTIVATION DICE	
UNIT TYPE: BEHEMOTH. A MAXIMUM OF 1 THUNDERBIRD MAY BE INCLUDED IN A WESTERN FEDERATION FORCE.			INHERENT SPELLS: FAN FLAMES AND THUNDER CLAP.				1	
UPGRADE TO 3 WOUNDS @ 24 PTS.								
UNIT MEMBERS, EQUIPMENT, DATA POINTS	M	SH	FI	SV	RE	BR	TALENTS	
1 X THUNDERBIRD.	8	6	5	8	7	8	DODGE, FLIES, MASSIVE, 3 FIRE BREATH SHOOTING ATTACKS AT STRENGTH 2, SET FIRE, 2 WOUNDS, INHERENT SPELLS.	





WESTERN FEDERATION UNIT TALENTS SUMMARY.

All Force Rosters include a summary of the various Talents, or unique weapons which Units in the Force utilize. Following this summary is a detailed description of all of these Unit specific details.

Aki'cita Warlord. Toughened 1, Commanding Presence, Heroic Figure, 2 Wounds, Dodge, Quick as the Wind.

Bear Woman. Toughened 1, Magic Level 1, Dodge, 2 Wounds, Quick as the Wind.

Kangi'yuha, Crow Owner Society Warriors. Toughened 1, Dodge, Quick as the Wind.

Cheyenne Dog Soldiers. Fierce, Hardy, Toughened 1,

Kit Fox Society Warriors. Toughened 1, Stealth, Advanced Deployment, Set Fire.

Tatanka. Hit and Run, Stampede.

Chichipischekwan. Dodge, Dreadful, Deadman's Chill, Unstoppable Charge, Living Dead.

Thunderbird. Fly, Massive, Dodge, 2 wounds, 3 Fire Breath Shoot Attacks at strength 2, Set Fire, Inherent Spells.

Advanced Deployment. Unit can deploy outside your Deployment Zone greater than 15" from any enemy Unit.

Commanding Presence. Some Heroic Figures have a much more commanding presence than any of their peers, making them even better at helping to bring Fleeing Units under control again. Any Friendly Heroic Unit with this Talent that has not yet received a Unit Activation Die in a Game Turn, can attempt (as per the normal Stop Fleeing rules) to perform a Stop Fleeing Unit Action on behalf of a nearby friendly Fleeing Unit, if that Unit is within 10" of the Heroic Figure. The Heroic Figure with the Commanding Presence Talent uses its UNMODIFIED Brave Data Point when testing to stop the friendly Unit from continuing to Flee. This counts as a Single-Action for the Heroic Figure.

Deadman's Chill. Ignore all bonuses to the Unit's Save Data Point from wearing armor.

Dodge. Units with the Dodge Talent are harder to hit from Shooting. Deduct 1 from any Shoot Attacks which target this Unit after the targetted Unit with the Dodge Talent moves. This is true for any type of Movement this Unit makes, be it because of a Move, Charge, Countercharge, or March Unit Action. If for some reason the Unit with Dodge does not perform a movement type Unit Action before it is Shot at then the enemy Shots will not be negatively affected.

Dreadful. Units with the Dreadful Talent are hard to damage, or even hit. Such Units will negatively affect most enemy Units trying to hurt them:

- * Shoot Attacks Against Dreadful Units are at -1 Shoot Value.
- * Hand-To-Hand Fight Attacks Against Dreadful Units are at -1 Fight Value.
- * In addition, any non-Dreadful Unit which loses a Hand-To-Hand Fight with a Dreadful Unit will suffer a further -1 on the Brave Test roll required of the losing Unit. This -1 modifier is in addition to any other negative modifiers that may affect the Testing Unit, but it does not add an additional Unit Brave Status Marker to the Testing Unit.





WESTERN FEDERATION UNIT TALENTS SUMMARY CONTINUED.

Eagle-Eye. A Unit with the Eagle-Eye Talent can re-roll one missed Shoot Attack each time the Unit performs a Shoot Unit Action.

Fierce. Units with the Fierce Talent can reroll all failed rolls to Hit in its first Hand-To-Hand Fight of the Game.

Fire Breath. Shoot Attack. 0"-10" (Short), 10"-20" (Long). Strength 2.

Fly. See Core Rulebook.

Hardy. When a Mini is wounded, instead of removing it from the Unit, add a Wound Token, and corresponding Unit Brave Status Marker, to the Unit. At the end of the Game Turn, remove a Mini for each Wound Token on the Unit. If at any point the number of Wound Tokens equals or exceeds the number of models in the Unit, immediately remove the Unit.

Hit and Run. When consolidating after a Hand-To-Hand Fight which the Unit has won, this Unit's Consolidation Move Unit Action is instead a March Unit Action.

Inherent Spells. Thunder Clap as a Level 1 Caster. A Thunderbird can cast one of two spells per turn (Thunder Clap or Fan Flames), but he is not a Magic User, so can't cast any other spells which may be available to the Western Federation Force, or attempt to dispel.

Living Dead. Units with the Living Dead Talent do not need to take a Brave Test when they lose a Hand-To-Hand Fight or when they are brought to below 50% of their Unit's starting number of Minis from Shooting attacks.

Living Dead Units will collect Unit Brave Status Markers as normal from Shoot Hits, and Wounds suffered in Hand-To-Hand Fights. In addition, a Living Dead Unit will still be automatically destroyed if it collects 150% or more than its highest Brave Data Point.

Living Dead Units negate any benefits gained by the enemy from its Venomous Attacks.

Living Dead Units are not affected in any way by Units with Terror, Dreadful, Cause Fear, Choking Attacks, or Insults and Trickery Talents.

Magic Levels. See Core Rulebook.

Massive. Units which have the Massive Talent are easier to Hit when being shot at. Enemy Units performing Shoot Actions against a Massive Unit will always be able to Draw Line of Sight to their target as it stands head and shoulders above all other Units in the Game. Enemy Units targeting Massive Units will benefit from +1 to their Shoot Value. Please note that other Massive Units will block Line of Sight if they're in the way of the Shooting Unit, even if it is a Friendly Massive Unit which is intervening with the Shoot Action.

Quick as the Wind. When this Unit is assigned a March Unit Action it is at three times its standard Move Data Point- 3xM.

Set Fire. Instead of a ranged attack, place a Fire Landscape Marker (3 inch diameter) within 1" of this unit. **Fire Behavior:** At the beginning of each round, roll a D6. On a 1 the fire is extinguished and removed. On a 2+ move the Fire Landscape Marker that distance in inches in a random direction. If the Fire Landscape Marker contacts a Unit, the Unit takes D3 Shoot Fire Attacks. A Fire Landscape Marker acts as blocking terrain. A Fire Landscape Marker cannot go through Impassable Landscape; it stops moving but is not extinguished. If a Fire Landscape Marker contacts a water Landscape, it is extinguished.





WESTERN FEDERATION UNIT TALENTS SUMMARY CONTINUED.

Stampede. If a Unit Activation roll is failed this Unit will Stampede. Immediately turn the Stamping Unit to face in any desired direction, now roll 2D6 (this is the total distance the stampeding Unit must move) then move the Stamping Unit in the chosen direction. The Unit will go through all Minis (friend or foe) that are in its path, and “Bounce” out of the back of the last Unit it touched. A Stamping Unit can move through multiple Units in one Stampede. Place the Stamping Unit 1” behind the final Unit it Stampeded through. Units that get Stampeded suffer D3 automatic Shoot Hits (make sure to assign the Hit Unit a Unit Brave Status Marker as per the normal Shoot rules). The Hits are at Strength 1.

Stealth. Any successful Shooting hits against Units within or behind Landscape Feature(s) must be re-rolled.

Toughened X. An individual Mini with the Toughened X Talent can reroll one failed Save roll per Game Turn. Only a single failed Save roll can be re-rolled at one time Per Toughened X available. This reroll can be used no matter the source of the possible damage (Shooting, Magic, Hand-To-Hand Fight, etc.). A Mini may have the option of rerolling multiple failed Save rolls per Game Turn, up to a maximum of 3 times. These additional save rolls are expressed by a number represented by the “X” that follows the word Toughened. For Example a Toughened 2 Mini would be able to re-roll two failed Save rolls per Game Turn.

Unstoppable Charge. When the Unit Charges or Countercharges add an additional D3 to the Strength of its Hand-To-Hand Attacks on the Game Turn in which it Charged or Countercharged.

Everliving Blessings of The Way.

Thunderbird.

Select an existing Fire Landscape Marker within 10” of the Thunderbird. Create 1D3 additional Fire Landscape Markers, place these new markers 1D6” away from and centered around the targeted existing Fire Landscape Marker and at least 2” away from all other Markers.

Everchanging Blessings of The Way.

Thunderbird.

Select 1D3 Fire Landscape Markers within 20” of the Thunderbird. The Fire Landscape Markers perform a Move Action, as per the start of the turn Fire Behavior rules.





The Way of The Everliving and Everchanging Magic Spells.

Wildfire.

Casting Value: 16

Range: 10" x Caster Level.

Target: A point within range and Line of Sight.

Effect: Place a Fire Landscape Marker (3" inch diameter) anywhere within range (counts as Impassible Landscape Feature.)

Duration: Instantaneous; Fire Landscape Marker is persistent based on Fire Behavior.

The Way of The Everliving Magic Spells.

Wall of Wind.

Casting Value: 16

Range: 10" x Caster Level.

Target: A friendly Unit within range.

Effect: Targeted Unit may not be targeted by ranged (Shoot) Attacks.

Duration: The spell lasts until the end of the Game Turn.

Fan Flames.

Casting Value: 16

Range: 10" x Caster Level.

Target: A Fire Landscape Marker within range.

Effect: Move the Fire Landscape Marker 1D6 inches in any direction chosen by the Caster.

The Way of The Everchanging Magic Spells.

Thunder Clap.

Casting Value: 14

Range: 20"

Target: Any Unit within 20" of the Caster can be chosen as the target, it is not necessary for the Caster to have Line of Sight to the target.

Effect: Magic missile. If the spell is successfully cast it causes one Shoot Hit. The Strength of the Thunder Clap is equal to the Caster Level. After resolving the Hit, the Unit must take a Brave Test as if it had lost a Hand-To-Hand Fight.

Summon Downburst.

Casting Value: 16

Range: 10" x Caster Level.

Target: An enemy Unit within range.

Effect: Magic missile. Targeted Unit suffers D6 Shooting Hits. *Special:* Can strike Flying Units as well as ground Units but it is at D6+ Caster level Hits for Flying Units.



3" FIRE LANDSCAPE MARKERS.

