



WESTERN FEDERATION

Aki'cita Warlord							Points Value
Warlord Warrior Unit • Heroic Model							89
Special: You must include one Aki'cita Warlord unit in your warband and one only.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Aki'cita warlord with club and bow.	6	6	5	5	7	8	Tough, Command, 3x HtH, Wound, Rapid Sprint.
2x Kangi'yuha with clubs and bows.	6	6	5	5	7	7	Rapid Sprint.
Options							
Upgrade Aki'cita to Wounds 2 @ 10pts.				Add up to 2 Kangi'yuha @ 14pts each.			
Upgrade Aki'cita to Tough 2 @ 10pts.				Replace clubs with spears @ 2pts per model.			

Bear Woman							Points Value
Warrior Unit • Heroic Model							58
Special: You can include a maximum of one Bear Woman in your warband.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Bear Woman with Club	6	5	5	5	7	8	Tough, Wound, Magic Level 1, Rapid Sprint.
0x Kangi'yuha with clubs and bows.	6	6	5	5	7	7	Rapid Sprint.
Options							
Upgrade Bear Woman to Magic Level 2 @ 25pts.				Upgrade Bear Woman to Tough 2 @ 10pts.			
Upgrade Bear Woman to Magic Level 3 @ 50pts.				Add up to 4 Kangi'yuha @ 14pts each.			
Replace clubs with spears @ 2pts per model.							




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Kangi'yuha, Crow Owner Society Warriors							Points Value
Warrior Unit							82
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Kangi'yuha Leader with club, bow.	6	6	5	5	7	8	Tough, Rapid Sprint.
4 x Kangi'yuha Warriors with clubs, and bows.	6	6	5	5	7	7	Rapid Sprint.
Options							
Upgrade to Dead Eye Shot @ 10pts for unit.				Add up to 5 Kangi'yuha Warriors @ 14pts each.			

Cheyenne Dog Soldier							Points Value
Warrior Unit							77
Special Rule: If this unit has not yet moved this turn it gains Hardy.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Cheyenne Dog Soldier Leader with club, & light armor.	5	5	6	5(6)	7	8	Tough.
4 x Cheyenne Dog Soldiers with club, & light armor.	5	5	6	5(6)	7	7	
Options							
Replace clubs with tomahawks @ 3pts per model.				Add up to 5 Cheyenne Dog Soldier @ 13pts each.			



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Kit Fox Society Warrior							Points Value
Warrior Unit							87
Unit	Ag	Acc	Str	Res	Init	Co	Special
1 x Kit Fox Society Warrior Leader with club, & bow.	6	5	5	5	7	8	Tough, Stealthy, Advanced Deployment, Set Fire.
4 x Kit Fox Society Warriors with clubs, & bows.	6	5	5	5	7	7	Stealthy, Advanced Deployment, Set Fire.
Options							
Replace clubs with tomahawks @ 3pts per model.				Add up to 5 Kit Fox Society Warriros @ 13pts each.			
Set Fire: Instead of a ranged attack, place a Fire Terrain Marker (3 inch diameter) within 1" of this unit.				Advanced Deployment: Can deploy outside your deployment zone greater than 15" from any enemy unit, deploy last.			
<p>Fire Behavior: At the beginning of each round, roll a D5. On a 1 the fire is extinguished and removed. On a 2+ move the fire terrain marker that distance in inches in a random direction. If the fire terrain marker contacts a unit, the unit takes D3 SV0 ranged fire attacks. A fire terrain marker acts as blocking terrain. A fire terrain marker cannot go thru blocking/impassable terrain; it stops moving but is not extinguished. If a fire terrain marker contacts a water terrain marker, it is extinguished.</p>							



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Tatanka (Bison)							Points Value
Beast Unit							90
Add up to 5 Tatanka @ 17pts each.							
Unit	Ag	Acc	Str	Res	Init	Co	Special
5x Tatanka	5	4	6	8	5	6	Fast 6, 1x HtH SV2, Hit and Run.
Hit and Run:	When consolidating after a round of combat, this unit may move up to 2(M).						

Chichipishekwan							Points Value
Monster Unit							64
Unit	Ag	Acc	Str	Res	Init	Co	Special
3x Chichipishekwan	5	4	5	7	5	7	Fast 6, Dread, Deathly Chill, Undead, Irresistible Charge.
Options							
Add Wound to all models in unit @14pts per model.				Add up to 2 Chichipishekwan @18pts each			

Thunderbird							Points Value
Monstrosity							114
<p>Special: You can include a maximum of one Thunderbird in your warband.</p> <p>Inherent Spell: Thunder Clap as a Level 1 Caster.</p> <p>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 other spells or attempt to dispel.</p>							
Unit	Ag	Acc	Str	Res	Init	Co	Special
1x Thunderbird	6	6	5	8	7	8	Flies, Large, Fast 8, 3x Flaming Breath SV2 Fire, 3x HTH SV2, Inherent Spell, Wound.
Options							
Add Wound 2 to Thunderbird @24pts.				Add Fan Flames spell @ 10pts.			



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Everchanging & Everliving

Wildfire	
Desc:	The wizard invokes a fast moving wildfire to blaze across the plains scorching everything in its path and making way for new growth.
CV:	8
Range:	10" x caster level
Target:	A point within range and LOS.
Duration:	Instantaneous; Fire terrain marker is persistent based on Fire Behavior.
Effect:	Place a fire terrain marker (3 inch diameter) anywhere within range

Everliving

Wall of Wind	
CV:	8
Range:	10"x caster level
Target:	A friendly unit within range.
Duration:	The spell lasts until the end of the turn.
Effect:	Targeted unit may not be targeted by a ranged attack.

Fan Flames	
CV:	8
Range:	10" x caster level
Target:	A fire terrain marker within range
Duration:	Instantaneous
Effect:	Move the fire terrain marker 1d6 inches in any direction chosen by the caster.



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Everchanging

Thunder Clap	
CV:	7
Range:	20"
Target:	Any unit within 20" of the caster can be chosen as the target, it is not necessary for the wizard to have LOS to the target.
Duration:	Instantaneous
Effect:	Magic missile. If the spell is successfully cast it causes one hit. The strike value of the thunder clap is equal to the Caster Level. After resolving the hit the unit must take a break test.
Summon Downburst	
CV:	8
Range:	10" x caster level
Target:	An enemy unit within range.
Duration:	Instantaneous
Effect:	Targetted 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.

Thunderbird Blessings of the Way.

Everliving:

Select a Fire Terrain marker within 10" of the Thunderbird. Create 1D3 additional Fire Terrain markers, place these markers 1D5" (randomly), centered on the targeted Fire Terrain marker.

Everchanging:

Select 1D3 Fire Terrain markers within 20" of the Thunderbird. The markers perform a move per the start of the turn Fire Behavior rules.