



### Spearman 15 pts

CC: 8      RC: 8  
 PW: —      LD: 10  
 AC: 2      MV: 3  
 WD: 1      AR: 14  
 ST: 3      SZ: 1  
 Def: 0      CT: 15

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband



### Spearman Musician 15 pts

CC: 8      RC: 8  
 PW: —      LD: 10  
 AC: 2      MV: 3  
 WD: 1      AR: 14  
 ST: 3      SZ: 1  
 Def: 0      CT: 15

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, May purchase a Drum



### Heavy Spearman 24 pts

CC: 9      RC: 8  
 PW: —      LD: 11  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: 0      CT: 24

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87)



### Heavy Spearman Musician 24 pts

CC: 9      RC: 8  
 PW: —      LD: 11  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: 0      CT: 24

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87), May purchase a drum



### Spearman Standard 15 pts

CC: 8      RC: 8  
 PW: —      LD: 10  
 AC: 2      MV: 3  
 WD: 1      AR: 14  
 ST: 3      SZ: 1  
 Def: 0      CT: 15

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, May purchase a Standard



### Spearman Leader 15 pts

CC: 9      RC: 8  
 PW: —      LD: 10  
 AC: 2      MV: 3  
 WD: 1      AR: 14  
 ST: 3      SZ: 1  
 Def: -1      CT: 17

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband



### Heavy Spearman Standard 24 pts

CC: 9      RC: 8  
 PW: —      LD: 11  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: 0      CT: 24

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87), May purchase a Standard



### Heavy Spearman Leader 26 pts

CC: 10      RC: 8  
 PW: —      LD: 11  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: -1      CT: 26

Equipment:

Chitin Spear, Shield

CR	MD(-4)	MX(-8)	DAM
CC			8 (Reach 1)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87)



### Webmaster 29 pts

CC: 8      RC: 10  
 PW: —      LD: 10  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: 0      CT: 29

#### Equipment:

Net, Spiked Chitin Mace

CR	MD(-4)	MX(-8)	DAM
CC			5 (x2)
CR	MD(-4)	MX(-8)	DAM
5			10

Specials: Swamp Warrior (91), Outmaneuver (89), Hide (88), May start game hidden



### Blowpiper 26 pts

CC: 8      RC: 10  
 PW: —      LD: 10  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: 0      CT: 26

#### Equipment:

Chitin Sword, Blowpipe

CR	MD(-4)	MX(-8)	DAM
CC			5 (x2)
CR	MD(-4)	MX(-8)	DAM
5	10	15	4(x2) ROF 2/1

Specials: Swamp Warrior (91), Outmaneuver (89), Hide (88), May start game hidden



### Headhunter 33 pts

CC: 11      RC: 8  
 PW: —      LD: 12  
 AC: 2      MV: 3  
 WD: 1      AR: 13  
 ST: 3      SZ: 1  
 Def: -3      CT: 33

#### Equipment:

2-Handed Chitin Axe

CR	MD(-4)	MX(-8)	DAM
CC			11
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), Ferocity (87), Immune To Fear



### Headhunter Musician 33 pts

CC: 11      RC: 8  
 PW: —      LD: 12  
 AC: 2      MV: 3  
 WD: 1      AR: 13  
 ST: 3      SZ: 1  
 Def: -3      CT: 33

#### Equipment:

2-Handed Chitin Axe

CR	MD(-4)	MX(-8)	DAM
CC			11
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), Ferocity (87), Immune To Fear, May purchase a drum



### Webmaster Leader 39 pts

CC: 8      RC: 11  
 PW: —      LD: 11  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: 0      CT: 15

#### Equipment:

Web Spinner Staff

CR	MD(-4)	MX(-8)	DAM
CC			5 Special
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), Outmaneuver (89), Hide (88), May Start Game Hidden, may purchase a Arachnid pet for his staff.



### Blowpiper Leader 28 pts

CC: 8      RC: 11  
 PW: —      LD: 10  
 AC: 2      MV: 3  
 WD: 1      AR: 16  
 ST: 3      SZ: 1  
 Def: 0      CT: 28

#### Equipment:

Chitin Sword, Blowpipe

CR	MD(-4)	MX(-8)	DAM
CC			5 (x2)
CR	MD(-4)	MX(-8)	DAM
5	10	15	4(x2) ROF 2/1

Specials: Swamp Warrior (91), Outmaneuver (89), Hide (88), May start game hidden



### Headhunter Standard 33 pts

CC: 11      RC: 8  
 PW: —      LD: 12  
 AC: 2      MV: 3  
 WD: 1      AR: 13  
 ST: 3      SZ: 1  
 Def: -3      CT: 33

#### Equipment:

2-Handed Chitin Axe

CR	MD(-4)	MX(-8)	DAM
CC			11
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), Ferocity (87), Immune To Fear, May purchase a Standard



### Headhunter Leader 30 pts

CC: 12      RC: 8  
 PW: —      LD: 12  
 AC: 2      MV: 3  
 WD: 1      AR: 13  
 ST: 3      SZ: 1  
 Def: -4      CT: 30

#### Equipment:

2x Chitin Axes

CR	MD(-4)	MX(-8)	DAM
CC			5
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), Ferocity (87), Immune To Fear, Secondary Attack (90)



**Headhunter  
Champion** 57 pts

CC: 13 RC: 8  
 PW: — LD: 14  
 AC: 3 MV: 3  
 WD: 2 AR: 13  
 ST: 4 SZ: 1  
 Def: -4 CT: 57

Equipment:

2x Chitin Axes

CR	MD(-4)	MX(-8)	DAM
CC			5
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), Ferocity (87), Steadfast (91), Secondary Attack (90), Commanding Presence (86)



**Novice Shaman** 35 pts

CC: 10 RC: 10  
 PW: — LD: 13  
 AC: 2 MV: 3  
 WD: 1 AR: 14  
 ST: 3 SZ: 1  
 Def: -1 CT: 35

Equipment:

Lore Staff and Powder Pipe or Gourd Bombs

CR	MD(-4)	MX(-8)	DAM
CC			7 Reach 1
Template			10 Residual
5			10 Small Explosion

Specials: Swamp Warrior (91), Commanding Presence (86)



**Mantis Guard** 36 pts

CC: 12 RC: 8  
 PW: — LD: 13  
 AC: 2 MV: 3  
 WD: 1 AR: 16  
 ST: 3 SZ: 1  
 Def: -2 CT: 36

Equipment:

Chitin Poleaxe

CR	MD(-4)	MX(-8)	DAM
CC			9 Reach 1
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87), Immune to Fear, Ferocity (87)



**Mantis Guard  
Musician** 36 pts

CC: 12 RC: 8  
 PW: — LD: 13  
 AC: 2 MV: 3  
 WD: 1 AR: 16  
 ST: 3 SZ: 1  
 Def: -2 CT: 36

Equipment:

Chitin Poleaxe

CR	MD(-4)	MX(-8)	DAM
CC			9 Reach 1
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87), Immune to Fear, Ferocity (87), May purchase a drum



**Mantis Guard  
Champion** 76 pts

CC: 14 RC: 8  
 PW: — LD: 15  
 AC: 3 MV: 3  
 WD: 3 AR: 16  
 ST: 3 SZ: 1  
 Def: -4 CT: 76

Equipment:

2x Mantis Claws

CR	MD(-4)	MX(-8)	DAM
CC			6 (12)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), Group Attack (87), Steadfast (91), Ferocity (87), Secondary Attack (90), Commanding Presence (86)



**Sentinel** 102 pts

CC: 13 CC: 11 WD: 3  
 RC: 8 RC: 8 MV: 7  
 PW: — PW: — AR: 16  
 LD: 13 LD: 10 DEF: -3  
 AC: 2 AC: 2 SZ: 3  
 ST: 3 ST: 6 CT: 102

Equipment:

Chitin Sword, Chitin Lance, Sting 2x Foreleg

CR	MD(-4)	MX(-8)	DAM
CC			5 (x2)
CC			16
CC			9 Residual
CC			12

Specials: Mounted Troop (51), Swamp Warrior (91), Steadfast (91), Commanding Presence (86)



**Mantis Guard  
Standard** 36 pts

CC: 12 RC: 8  
 PW: — LD: 13  
 AC: 2 MV: 3  
 WD: 1 AR: 16  
 ST: 3 SZ: 1  
 Def: -2 CT: 36

Equipment:

Chitin Poleaxe

CR	MD(-4)	MX(-8)	DAM
CC			9 Reach 1
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87), Immune to Fear, Ferocity (87), May purchase a standard



**Mantis Guard  
Leader** 42 pts

CC: 13 RC: 8  
 PW: — LD: 14  
 AC: 2 MV: 3  
 WD: 1 AR: 16  
 ST: 3 SZ: 1  
 Def: -3 CT: 42

Equipment:

2x Mantis Claws

CR	MD(-4)	MX(-8)	DAM
CC			6 (12)
CR	MD(-4)	MX(-8)	DAM

Specials: Swamp Warrior (91), May purchase a novice Shaman with your warband, Group Attack (87), Immune to Fear, Ferocity (87), Secondary Attack (90)



**Drone Warrior Leader 75 pts**

CC: <u>13</u>	CC: <u>10</u>	WD: <u>2</u>
RC: <u>13</u>	RC: <u>8</u>	MV: <u>1/6</u>
PW: <u>-</u>	PW: <u>-</u>	AR: <u>16</u>
LD: <u>12</u>	LD: <u>10</u>	DEF: <u>-3</u>
AC: <u>2</u>	AC: <u>2</u>	SZ: <u>3</u>
ST: <u>3</u>	ST: <u>3</u>	CT: <u>78</u>

**Equipment:**

Chitin Sword, Blowpipe, Sting

CR	MD(-4)	MX(-8)	DAM
CC			5(x2)
5	10	15	4(x2) ROF 2/1
CC			9 Residual

Specials: Mounted Troop (51), Flyer (53), Swamp Warrior (91), May Dive for cover



**Swamp Fiend 130 pts**

CC: <u>9</u>	CC: <u>14</u>	WD: <u>6</u>
RC: <u>8</u>	RC: <u>8</u>	MV: <u>6</u>
PW: <u>-</u>	PW: <u>-</u>	AR: <u>22</u>
LD: <u>11</u>	LD: <u>10</u>	DEF: <u>-1</u>
AC: <u>2</u>	AC: <u>2</u>	SZ: <u>4</u>
ST: <u>3</u>	ST: <u>9</u>	CT: <u>130</u>

**Equipment:**

Chitin Spear, Blowpipe, Gore

CR	MD(-4)	MX(-8)	DAM
CC			8 Reach 1
5	10	15	4(x2) ROF 2/1
CC			12(x2)

Specials: Mounted Troop (51), Swamp Warrior (91), Steadfast (91), May move over obstructions over 2 inches high



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**Drone Warrior 75 pts**

CC: <u>12</u>	CC: <u>10</u>	WD: <u>2</u>
RC: <u>12</u>	RC: <u>8</u>	MV: <u>1/6</u>
PW: <u>-</u>	PW: <u>-</u>	AR: <u>16</u>
LD: <u>11</u>	LD: <u>10</u>	DEF: <u>-2</u>
AC: <u>2</u>	AC: <u>2</u>	SZ: <u>3</u>
ST: <u>3</u>	ST: <u>3</u>	CT: <u>75</u>

**Equipment:**

Chitin Sword, Blowpipe, Sting

CR	MD(-4)	MX(-8)	DAM
CC			5(x2)
5	10	15	4(x2) ROF 2/1
CC			9 Residual

Specials: Mounted Troop (51), Flyer (53), Swamp Warrior (91), May Dive for cover



**Shaman on Drone 85 pts**

CC: <u>12</u>	CC: <u>10</u>	WD: <u>3</u>
RC: <u>12</u>	RC: <u>8</u>	MV: <u>1/6</u>
PW: <u>12</u>	PW: <u>-</u>	AR: <u>16</u>
LD: <u>14</u>	LD: <u>10</u>	DEF: <u>-2</u>
AC: <u>2</u>	AC: <u>2</u>	SZ: <u>3</u>
ST: <u>3</u>	ST: <u>3</u>	CT: <u>85</u>

**Equipment:**

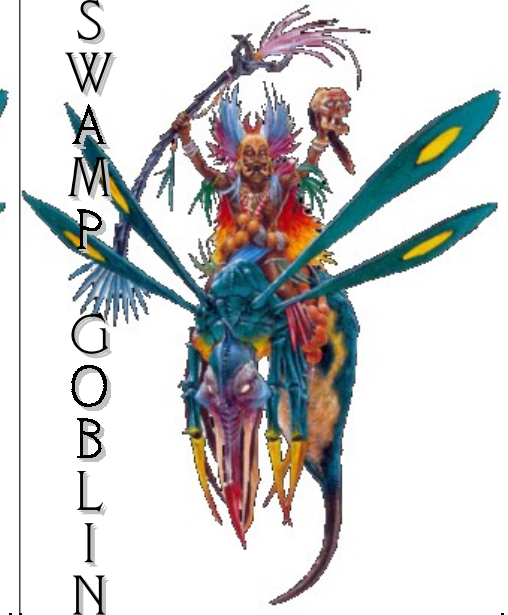
Lore Staff, Sting

CR	MD(-4)	MX(-8)	DAM
CC			7 Reach 1
CR	MD(-4)	MX(-8)	DAM
CC			9 Residual

Specials: Mounted Troop (51), Flyer (53), Swamp Warrior (91), May Dive for cover, May buy Shaman Spells, Commanding Presence (86), May only buy 1 per 1000 pts



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