

TINY TERRORS AND TITCHY TROOPS

HAMMER OF WAR 40,000

<u>Name</u>	<u>Speed/Range</u>	<u>Initiative</u>	<u>Type</u>		<u>Quality</u>	<u>Arming</u>	<u>Destroyer</u>	<u>Special</u>
Imperial Guards	6/6	Slow	Bumpkins	Creature	C	1	0	
Heavy Weapons	6/12	Slow	Demolitions	Creature	B	1	3	
Commander	6/0	Slow	Architect	Creature	C	0	0	
Chimera Tanks	6/6	Slow	Elephants	Vehicle	C	1	1	Transport
Valkyrie Flyers	12/6	Medium	Fighters	Vehicle	B	2	2	Transport
Ross Tanks	6/18	Medium	Elephants	Vehicle	B	2	2	
Blade Tank	6/24	Medium	Giant	Vehicle	B	4	3	
Battle Sisters	6/6	Medium	Bumpkins	Creature	B	2	0	
Space Marines	6/6	Medium	Bumpkins	Creature	A	2	1	
Marine Scouts	6/6	Fast	Bumpkins	Creature	B	2	0	Scouts
Tao Warriors	6/6	Medium	Bumpkins	Creature	B	2	0	
Tao Pathfinders	6/6	Medium	Bumpkins	Creature	B	2	0	Scouts
Tao Broads	6/18	Slow	Demolitions	Creature	A	1	4	
Tao Crises	12/6	Medium	Commando	Creature	A	2	2	
Tao Hammerheads	12/18	Medium	Elephants	Vehicle	A	3	3	
Tyrant Rippers	6/0	Fast	Hosts	Creature	C	2	0	
Tyrant Gants	6/0	Fast	Bumpkins	Creature	B	2	0	
Tyrant Warriors	6/0	Fast	Commando	Creature	B	2	1	
Tyrant Carnage	6/0	Fast	Demolitions	Creature	B	1	3	

DRAGONS AND DUNGEONS

Feudal Militia	6/0	Slow	Bumpkins	Creature	C	1	0	
Feudal Archers	6/6	Slow	Bumpkins	Creature	C	1	0	
Feudal Knights	12/0	Slow	Commando	Creature	C	1	0	
Iconic Fighter	6/0	Medium	Commando	Creature	B	2	1	Hero
Iconic Enchanter	6/0	Medium	Architect	Creature	B	1	0	Mind Control
Iconic Necromancer	6/0	Medium	Architect	Creature	B	1	0	Create Spawn (Slow BC 6/0)
Trolls, Ogres	12/0	Medium	Elephants	Creature	C	1	1	
Rat, Bat swarms	12/0	Medium	Hosts	Creature	C	2	0	
Retriever	12/0	Slow	Giant	Creature	C	4	2	
Pit Fiend	6/0	Medium	Giant	Creature	B	4	3	
Deity	6/0	Fast	Giant	Creature	A	4	4	Regeneration

THE GATHERING MAGIC

Hand, Butcher	12/0	Slow	Giant	Creature	C	4	2	
Pathrazer	12/0	Slow	Giant	Creature	B	4	3	
Spawnsire	6/0	Slow	Giant	Creature	C	4	2	Create Spawn (Slow HC 6/0)
It That Betrays	12/0	Medium	Giant	Creature	A	4	4	
The Aeons Torn	6/0	Fast	Giant	Creature	A	4	4	Regeneration
Walker of Mind	6/0	Medium	Commando	Creature	C	1	0	Hero, Mind Control
Walker of Flame	6/6	Medium	Commando	Creature	A	2	2	Hero
Walker Immortal	6/0	Medium	Commando	Creature	B	2	1	Hero, Regeneration
Walker of Madness	6/0	Fast	Commando	Creature	B	2	1	Hero
Angel of Hope	6/0	Medium	Commando	Creature	A	2	2	Hero

HAMMER OF WAR, FANTASY

Lizard-man Sauri	6/0	Slow	Bumpkins	Creature	A	2	1	
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Regeneration: survives any death on the roll of a 2+

Create Host: may create a base of new troops each turn instead of shooting

Mind Control: pick any bumpkin or architect within 6", it falls under your control on a 2+ (BC), 3+ (BB), 4+ (BA), 5+ (AC), 6 (AB). AA cannot be converted

Hero: groups led by heroes gain +1 Arming against C, E, G and H types