

1 Natives - 3HW 3R24

Friendly	Neutral	Hostile
01-12	13-18	19-20
Fight	Shoot	Move
3	4	8"

6 Natives - 3HW 3R24

Friendly	Neutral	Hostile
01-10	11-15	16-20
Fight	Shoot	Move
3	4	8"

2 Natives - 4HW 3R24

Friendly	Neutral	Hostile
01-12	13-18	19-20
Fight	Shoot	Move
3	4	8"

7 Natives - 4HW 3R24

Friendly	Neutral	Hostile
01-10	11-15	16-20
Fight	Shoot	Move
3	4	8"

3 Natives - 4HW 4R24

Friendly	Neutral	Hostile
01-12	13-18	19-20
Fight	Shoot	Move
3	4	8"

8 Natives - 4HW 4R24

Friendly	Neutral	Hostile
01-10	11-15	16-20
Fight	Shoot	Move
3	4	8"

4 Natives - 5HW 4R24

Friendly	Neutral	Hostile
01-12	13-18	19-20
Fight	Shoot	Move
3	4	8"

9 Natives - 5HW 4R24

Friendly	Neutral	Hostile
01-10	11-15	16-20
Fight	Shoot	Move
3	4	8"

5 Natives - 5HW 5R24

Friendly	Neutral	Hostile
01-12	13-18	19-20
Fight	Shoot	Move
3	4	8"

10 Natives - 5HW 5R24

Friendly	Neutral	Hostile
01-10	11-15	16-20
Fight	Shoot	Move
3	4	8"

11 Natives - 3HW 3R24

Friendly	Neutral	Hostile
01-05	6-10	11-20
Fight	Shoot	Move
4	3	8"

16 Natives - 3HW 3R24

Friendly	Neutral	Hostile
01-12	13-17	18-20
Fight	Shoot	Move
3	4	8"

12 Natives - 4HW 3R24

Friendly	Neutral	Hostile
01-05	6-10	11-20
Fight	Shoot	Move
4	3	8"

17 Natives - 4HW 3R24

Friendly	Neutral	Hostile
01-12	13-17	18-20
Fight	Shoot	Move
3	4	8"

13 Natives - 4HW 4R24

Friendly	Neutral	Hostile
01-05	6-10	11-20
Fight	Shoot	Move
4	3	8"

18 Natives - 4HW 4R24

Friendly	Neutral	Hostile
01-12	13-17	18-20
Fight	Shoot	Move
3	4	8"

14 Natives - 5HW 4R24

Friendly	Neutral	Hostile
01-05	6-10	11-20
Fight	Shoot	Move
4	3	8"

19 Natives - 5HW 4R24

Friendly	Neutral	Hostile
01-12	13-17	18-20
Fight	Shoot	Move
3	4	8"

15 Natives - 5HW 5R24

Friendly	Neutral	Hostile
01-05	6-10	11-20
Fight	Shoot	Move
4	3	8"

20 Natives - 5HW 5R24

Friendly	Neutral	Hostile
01-12	13-17	18-20
Fight	Shoot	Move
3	4	8"

21

Tribal - 6HW

Friendly	Neutral	Hostile
01-05	06-16	17-20
Fight	Shoot	Move
4	-	8"

26

Tribal - 6HW

Friendly	Neutral	Hostile
01-05	06-10	11-20
Fight	Shoot	Move
4	-	8"

22

Tribal - 7HW

Friendly	Neutral	Hostile
01-05	06-16	17-20
Fight	Shoot	Move
4	-	8"

27

Tribal - 7HW

Friendly	Neutral	Hostile
01-05	06-10	11-20
Fight	Shoot	Move
4	-	8"

23

Tribal - 8HW

Friendly	Neutral	Hostile
01-05	06-16	17-20
Fight	Shoot	Move
4	-	8"

28

Tribal - 8HW

Friendly	Neutral	Hostile
01-05	06-10	11-20
Fight	Shoot	Move
4	-	8"

24

Tribal - 9HW

Friendly	Neutral	Hostile
01-05	06-16	17-20
Fight	Shoot	Move
4	-	8"

29

Tribal - 9HW

Friendly	Neutral	Hostile
01-05	06-10	11-20
Fight	Shoot	Move
4	-	8"

25

Tribal - 10HW

Friendly	Neutral	Hostile
01-05	06-16	17-20
Fight	Shoot	Move
4	-	8"

30

Tribal - 10HW

Friendly	Neutral	Hostile
01-05	06-10	11-20
Fight	Shoot	Move
4	-	8"

31 Tribal - 3HW 3B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-05	06-15	16-20
Fight	Shoot	Move
4	4	8"

36 Tribal - 6B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-04	05-16	17-20
Fight	Shoot	Move
3	5	8"

32 Tribal - 4HW 3B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-05	06-15	16-20
Fight	Shoot	Move
4	4	8"

37 Tribal - 7B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-04	05-16	17-20
Fight	Shoot	Move
3	5	8"

33 Tribal - 4HW 4B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-05	06-15	16-20
Fight	Shoot	Move
4	4	8"

38 Tribal - 8B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-04	05-16	17-20
Fight	Shoot	Move
3	5	8"

34 Tribal - 5HW 4B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-05	06-15	16-20
Fight	Shoot	Move
4	4	8"

39 Tribal - 9B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-04	05-16	17-20
Fight	Shoot	Move
3	5	8"

35 Tribal - 5HW 5B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-05	06-15	16-20
Fight	Shoot	Move
4	4	8"

40 Tribal - 10B24**Bow: +1 to SAVE if hit**

Friendly	Neutral	Hostile
01-04	05-16	17-20
Fight	Shoot	Move
3	5	8"

41 **Pygmies - 6BG12**
Poison Darts: -2 to SAVE if hit

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

46 **Skeletons - 6HW**
-2 to All Expedition SHOOT

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
3	-	8"

42 **Pygmies - 7BG12**
Poison Darts: -2 to SAVE if hit

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

47 **Skeletons - 7HW**
-2 to All Expedition SHOOT

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
3	-	8"

43 **Pygmies - 8BG12**
Poison Darts: -2 to SAVE if hit

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

48 **Skeletons - 8HW**
-2 to All Expedition SHOOT

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
3	-	8"

44 **Pygmies - 9BG12**
Poison Darts: -2 to SAVE if hit

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

49 **Skeletons - 9HW**
-2 to All Expedition SHOOT

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
3	-	8"

45 **Pygmies - 10BG12**
Poison Darts: -2 to SAVE if hit

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

50 **Skeletons - 10HW**
-2 to All Expedition SHOOT

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
3	-	8"

51 Lizardmen - 6J12**Move and shoot in same turn**

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

56 Goatmen - 4HW**2 hits to kill**

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
5	-	8"

52 Lizardmen - 7J12**Move and shoot in same turn**

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

57 Goatmen - 5HW**2 hits to kill**

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
5	-	8"

53 Lizardmen - 8J12**Move and shoot in same turn**

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

58 Goatmen - 6HW**2 hits to kill**

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
5	-	8"

54 Lizardmen - 9J12**Move and shoot in same turn**

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

59 Goatmen - 7HW**2 hits to kill**

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
5	-	8"

55 Lizardmen - 10J12**Move and shoot in same turn**

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
2	4	8"

60 Goatmen - 8HW**2 hits to kill**

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
5	-	8"

61

Dogmen - 6HW

Save on 5 or less

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
4	-	8"

66

Slavers - 6R24

Capture if wins hand to hand, move together, release if another wins

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
4	4	8"

62

Dogmen - 7HW

Save on 5 or less

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
4	-	8"

67

Slavers - 7R24

Capture if wins hand to hand, move together, release if another wins

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
4	4	8"

63

Dogmen - 8HW

Save on 5 or less

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
4	-	8"

68

Slavers - 8R24

Capture if wins hand to hand, move together, release if another wins

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
4	4	8"

64

Dogmen - 9HW

Save on 5 or less

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
4	-	8"

69

Slavers - 9R24

Capture if wins hand to hand, move together, release if another wins

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
4	4	8"

65

Dogmen - 10HW

Save on 5 or less

Friendly	Neutral	Hostile
		01-20
Fight	Shoot	Move
4	-	8"

70

Slavers - 10R24

Capture if wins hand to hand, move together, release if another wins

Friendly	Neutral	Hostile
	01-10	11-20
Fight	Shoot	Move
4	4	8"