Unit type tables for “Throne of Cofain”

Basic game version

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1 Unit type tables

These tables document all the common unit types of “Throne of Cofain”.

The tables give an overview of the capabilities of all the common military units which is easier to use than if you get the same information as a lot of almost identical blurbs with your turn reports. You will receive blurbs for all the character and leader unit types available to you as these individuals have more powers than can be summarised here, but their basic data is listed in the tables for easy comparison with your mass units and the leaders and characters of other nations. You will also receive very short blurbs for mass unit types which have some special power (such as engineers).

The unit data are split into three categories: *Basic data* (tables 1–2) such as unit cost, number of individuals in a standard unit *et cetera* are given only for mass units which the various nations can recruit or aquire by other means. *Combat data* (tables 3–6) are given for all units likely to be encountered in the game. And *terrain data* (tables 7–10) are also given for all units likely to be encountered (because terrain affects combat performance). Within each category the unit types have been divided into four groups with a table for each group in order to keep each table small enough to fit on a page (the terrain tables are so large however that each table needs a double page). The four groups of unit types are *military units*, *special mass units*, *leaders and characters*, and *common units in quest-land*.

1.1 Basic data

Basic data for mass units are given in tables 1 and 2. They columns of these tables have the following meaning:

 # Name: The number and name of the unit type.

Class: The basic class (human, elven, dwarven, monster, *et cetera*).

Std. Min. Max.: The standard, minimum and maximum number of individuals in a unit of this type.

Cost: The resource cost for a standard size unit (i.e. a unit of the standard number of individuals).

Upkeep: The upkeep per turn for a standard size unit.

Sz.: The size of an individual of the unit type (how much space a single individual takes up).

Wt.: The weight of an individual.

Carry.: The maximum weight an individual can carry. This is prefixed with an **S** if the unit type is “strong” and therefore not slowed down by carried weight.

Spec.: Special attributes of the unit type. These are given as a letter for each attribute the unit type possesses:

- **F:** The unit type is immune to *Fear*.
- **B:** The unit type cannot be *Bribed*.
- **C:** The unit type is immune to magical *Charming*.
- **I:** The unit type is immune to *Illusions*.
- **M:** The unit type is *Mindless.*
- **S:** The unit type is *Stupid*.
- ***:** An asterisk means the unit type does not influence control, i.e. it has no effective presence.

#	Name	Class	Std.	Min.	Max.	Cost	Upkeep	Sz.	Wt.	Carry	Spec.
1	Light Infantry	human	50	20	200	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	
2	Medium Infantry	human	50	20	200	gold:15 men:50 arms:100	gold:10 food:50	4	5	3	
3	Heavy Infantry	human	50	20	200	gold:30 men:50 arms:150	gold:15 food:50	4	6	2	
4	Militia	human	50	20	100	gold:10 men:50	food:50	4	4	4	
5	Light Cavalry	human	25	10	100	gold:15 horses:25 men:25 arms:25	gold:10 food:25	12	24	S 8	
6	Medium Cavalry	human	25	10	100	gold:30 horses:25 men:25 arms:75	gold:15 food:25	12	27	S 7	
7	Heavy Cavalry	human	25	10	100	gold:75 horses:25 men:25 arms:125	gold:25 food:25	12	30	S 6	
8	Archers	human	50	20	200	gold:15 men:50 arms:50	gold:5 food:50	4	4	4	
9	Crossbowmen	human	50	20	200	gold:20 men:50 arms:100	gold:10 food:50	4	5	3	
10	Engineers	human	50	50	200	gold:30 men:50 arms:50	gold:5 food:50	4	4	4	
11	Pirates	human	50	20	100	gold:10 men:50	gold:5 food:50	4	4	4	
12	Woodsmen	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
13	Mountain Men	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
14	Desert Men	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
15	Hill Men	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
16	Plainsmen	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
17	Elephant Riders	human	10	5	25	gold:50 elephants:10 men:50 arms:150	gold:10 food:50	64	260	S 20	
18	Pikemen	human	50	20	200	gold:15 men:50 arms:50	gold:5 food:50	4	4	4	
19	Bandits	human	50	20	100	gold:10 men:50	gold:5 food:50	4	4	4	
20	Mounted Archers	human	25	10	100	gold:25 horses:25 men:25 arms:25	gold:10 food:25	12	24	S 8	
26	Wood Elves	elven	50	20	100	gold:10 elves:50 arms:50	gold:2 food:25	4	4	4	FBC
27	Elven Wolfriders	elven	25	10	100	gold:20 wolves:25 elves:25 arms:25	gold:3 food:25	8	16	8	FBC
31	Dwarven Infantry	dwarven	50	20	200	gold:40 dwarves:50 arms:100	gold:20 food:25	2	3	5	FC
32	Dwarven Crossbowmen	dwarven	50	20	200	gold:50 dwarves:50 arms:100	gold:25 food:25	2	3	5	FC
34	Gnome Warriors	gnome	50	20	200	gold:20 gnomes:50 arms:50	gold:10 food:50	2	2	3	CI
35	Gnome Archers	gnome	50	20	200	gold:25 gnomes:50 arms:50	gold:10 food:50	2	2	3	CI
36	Gnome Engineers	gnome	50	50	200	gold:40 gnomes:50 arms:50	gold:20 food:50	2	2	3	CI

Table 1: Basic data for military units.

#	Name	Class	Std.	Min.	Max.	Cost	Upkeep	Sz.	Wt.	Carry	Spec.
41	Trolls	troll	25	10	50	trolls:25 arms:50	food:25	6	6	S 12	BCI
42	Hobgoblins	goblin	50	20	100	gold:50 goblins:50 arms:100	gold:10 food:50	4	4	4	
43	Goblins	goblin	50	20	100	gold:10 goblins:50 arms:50	gold:5 food:25	3	3	3	
44	Goblin Wolfriders	goblin	40	10	80	gold:40 wolves:40 goblins:80 arms:80	gold:20 food:40	10	10	1	
61	Minotaurs	monster	20	10	50	enchantment mana:40	enchantment mana:15	7	10	S 8	F
62	Centaurs	monster	25	10	100	enchantment mana:50	enchantment mana:10	10	20	10	
63	Darklings	monster	50	20	100	enchantment mana:10	enchantment mana:5	2	2	2	
64	Giants	monster	10	10	50	enchantment mana:30	enchantment mana:10	9	18	S 12	FC
65	Bog Crabs	monster	20	10	100	enchantment mana:30	enchantment mana:10	4	6	S 6	C
66	Treants	special	10	10	50	nature mana:50	nature mana:15	24	200	S 100	FCI
68	Giant Scorpions	monster	20	10	50	enchantment mana:30	enchantment mana:15	4	4	4	FCIS
69	Giant Ants	monster	100	25	500	enchantment mana:20	enchantment mana:10	1	1	3	FCIS
70	Giant Spiders	monster	20	10	50	enchantment mana:30	enchantment mana:10	3	3	3	FCIS
73	Wolves	animal	20	20	100	nature mana:10	nature mana:5	3	3	3	S*
83	Skeletons	undead	25	10	200	death mana:25		4	4	4	FCIM
117	Wagon Train	special	10	5	50	gold:10 wood:10	gold:5	50	100	S 200	*

Table 2: Basic data for special mass units (monsters *et cetera*).

1.2 Combat data

Combat data are given in tables 3–6. The columns in these tables have the following meanings:

 # Name: The number and name of the unit type.

Sz.: The size of an individual. This is the same size given in the basic data tables but it is repeated here as it determines how many opponents (or actually: how large opponents) can gang up on one individual (see the section "Restrictions on combat" in the rule book).

W.p. Lt. Hvy. Inc.: The maximum number of wound points an individual has at full strength, when lightly wounded, when heavily wounded and when incapacitated. If no number is given under "Inc." it means the unit type cannot be incapacitated, similarly if light wounds or heavy wounds are missing it means that the unit type has no light or heavy wounds damage level.

Reg.: How fast an individual of the unit type regenerates, given as wound points per number of phases (e.g. 1/16 means one wound point every 16 phases).

Total. –Mis. –Area –M&A: Overall combat ratings *per individual* in various situations.
The "**Total**" column is the combat rating assuming missile and area attacks can be used and that the unit gets one missile attack at each range out to its maximum before it is engaged in melee. It is given as a rating where human Medium Infantry is rated at 10 and higher values are better. Note that the greater the difference in value between different units, the more uncertain is it that it reflects the actual relative strengths in combat between them (i.e. it may not take 1480 Light Infantry to match 100 Heavy Cavalry, but it is not far off that 200 Light Infantry are about as strong as 100 Medium Infantry). Note also that some units may be very good against a special kind of opponent and not so effective against others while the values in the tables are based on average performance.
The "**–Mis.**" column is the overall combat rating if missile attacks cannot be used. It is only listed for unit types with missile attacks (as it is identical to the total rating for other unit types).
The "**–Area**" column is the overall combat rating if area attacks cannot be used effectively (i.e. versus large opponents or versus individuals). Note that the value in the "total" column for units with area attacks is more or less assuming opponents of human stature (size 4) so for smaller opponents the value should be adjusted upwards while for larger opponents it should be adjusted downwards.
The "**–M&A**" column is the overall combat rating if neither missile nor area attacks can be used.

Rng.: The maximum range of the missile attack of the unit type (if any).

Area.: The area affected by the largest area attack available to the unit type (if any). The areas are given in the same units as the unit type sizes in the "**Sz.**" column, so e.g. an area 16 attack will in general affect 4 human-sides opponents.

Walls: If the unit type has non-standard combat performance when fighting across walls, its performance in % will be listed here.

Spec.: Special combat abilities of the unit type, given as a letter for each ability:

- **B:** The unit type is *Brave.*
- **W:** The unit type is *coWardly.*
- **F:** The unit type can fight in *Formation.*
- **C:** The unit type can *Charge.*
- **R:** The unit can *Receive* (and negate) a charge.

V.p.: The number of victory points you gain for eliminating one individual of this unit type.

1.3 Terrain and awareness/visibility data

The performance of the different unit types in various terrains is listed in tables 7–10.

Each of the tables 7 to 10 is split across two facing pages but aligned so that it can be read as one table. The unit type numbers and names are listed at both ends of the long table lines and all the other columns correspond to terrains.

Each entry in the terrain columns is made up of three items separated by slashes: *move cost* / *familiarity* / *combat efficiency*.

The *move cost* is the number of phases required to move one hex in the terrain. For location terrains like e.g. "city" it is only relevant for computing control times and determining initiative. If the move cost is listed with a "+" it is a *crossing*

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
1	Light Infantry	4	4	3	2	1	1/24	6							F	0.01
2	Medium Infantry	4	4	3	2	1	1/24	10							F	0.02
3	Heavy Infantry	4	4	3	2	1	1/24	19							BF	0.04
4	Militia	4	4	3	2	1	1/24	4							W	0.00
5	Light Cavalry	12	4	3	2		1/24	25						60	FC	0.05
6	Medium Cavalry	12	4	3	2		1/24	47						60	FC	0.07
7	Heavy Cavalry	12	4	3	2		1/24	73						60	BFC	0.10
8	Archers	4	4	3	2	1	1/24	9	4			2			F	0.01
9	Crossbowmen	4	4	3	2	1	1/24	11	5			1			F	0.02
10	Engineers	4	4	3	2	1	1/24	4							WF	0.05
11	Pirates	4	4	3	2	1	1/24	14	10			1				0.02
12	Woodsmen	4	4	3	2	1	1/24	13	6			1			B	0.02
13	Mountain Men	4	4	3	2	1	1/24	11							B	0.02
14	Desert Men	4	4	3	2	1	1/24	11							B	0.02
15	Hill Men	4	4	3	2	1	1/24	11							B	0.02
16	Plainsmen	4	4	3	2	1	1/24	11							B	0.02
17	Elephant Riders	64	20	15	10		1/5	233						60	BF	0.21
18	Pikemen	4	4	3	2	1	1/24	7						90	FR	0.01
19	Bandits	4	4	3	2	1	1/24	11								0.01
20	Mounted Archers	12	4	3	2		1/24	28	19			1		60	FC	0.05
26	Wood Elves	4	5	3	2		1/24	56	26			1			B	0.07
27	Elven Wolfriders	8	5	3	2		1/24	63						60	BC	0.08
31	Dwarven Infantry	2	5	3	2		1/9	36							B	0.07
32	Dwarven Crossbowmen	2	5	3	2		1/9	45	28			1			B	0.05
34	Gnome Warriors	2	4	3	2	1	1/12	9							F	0.02
35	Gnome Archers	2	4	3	2	1	1/12	13	7			1			F	0.02
36	Gnome Engineers	2	4	3	2	1	1/12	7							WF	0.07

Table 3: Combat data for military units.

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
41	Trolls	6	6	3	2	1	1/1	139	118			1			B	0.17
42	Hobgoblins	4	5	3	2	1	1/12	38								0.07
43	Goblins	3	4	3	2	1	1/12	8							W	0.02
44	Goblin Wolfriders	10	8	6	4		1/6	65						60	C	0.09
61	Minotaurs	7	8	5	3	1	1/12	123							B	0.10
62	Centaurs	10	6	4	3		1/18	116	80			2		60	BC	0.07
63	Darklings	2	4	3	2	1	1/12	5								0.01
64	Giants	9	10	6	4	2	1/6	220	156	175	156	1	16		B	0.13
65	Bog Crabs	4	4	3	2	1	1/12	57							B	0.06
66	Treants	24	8	5	3		1/18	162		160			16		B	0.13
68	Giant Scorpions	4	5	2	1		1/12	65								0.07
69	Giant Ants	1	3	2	1		1/12	3						120	B	0.01
70	Giant Spiders	3	6	3	1		1/12	52						120		0.05
73	Wolves	3	4	3	2	1	1/12	7								0.01
83	Skeletons	4	4				–	50								0.10
117	Wagon Train	50	1				–	0								0.00

Table 4: Combat data for special mass units (monsters *et cetera*).

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
38	Bandit Leader	4	8	6	4	2	1/6	13							B	0.40
56	Ogre	8	12	5			1/8	103							B	2.75
57	Rock Giant	9	12	6	4	2	1/6	89							B	2.50
58	Ice Giant	9	12	6	4	2	1/6	138		82			16		B	3.00
67	Giant Rats	1	3	2	1		1/12	2								0.00
81	Zombies	4	4				–	7								0.01
82	Greater Zombies	5	6				–	40								0.08
84	Wraiths	4	6		2		1/12	147		138			16			0.29
120	Templar	4	12	6	3	1	1/2	57							B	1.75
176	Ghost	4	8	2	1		1/8	94	60			1			B	2.30
192	Vampire	4	10	4	2		1/6	70							B	2.00
198	Minor Golem	9	10				–	126							B	1.35
199	Major Golem	9	20				–	180							B	1.95

Table 5: Combat data for common units in quest-land.

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
121	Warlord	4	10	5	3	1	1/6	33							B	1.60
122	Knight	4	10	5	3	1	1/6	51							B	0.75
123	Hero	4	10	5	3	1	1/6	33							B	0.50
124	Scout	4	4	3	2	1	1/24	1								0.00
125	Captain	4	8	6	4	2	1/12	14							B	0.25
126	General	4	8	6	4	2	1/12	14							B	0.50
127	Noble	4	10	5	3	1	1/6	36							B	1.50
129	Pirate Lord	4	10	5	3	1	1/6	32							B	1.40
130	Pirate	4	10	5	3	1	1/6	30							B	0.40
131	Priest	4	10	5	3	1	1/1	82		14			32		B	1.40
132	Acolyte	4	8	5	3	1	1/1	41		10			16			0.70
133	Wizard	4	8	5	3	1	1/6	124	72	76	15	2	48			2.50
134	Minor Wizard	4	8	5	3	1	1/6	56	32	35	7	2	16			0.65
139	Mage	4	8	5	3	1	1/6	123	72	70	15	2	48			2.50
140	Minor Mage	4	8	5	3	1	1/6	55	32	32	7	2	16			0.65
145	Grand Mahout	4	8	6	4	2	1/12	14							B	0.25
155	Lord of the Woods	4	12	6	3		1/12	70	50			1			B	2.25
156	Elven Ranger	4	12	6	3		1/12	65	50			1			B	0.75
157	Elven Wolfmaster	4	10	7	5		1/12	33	24			1			B	0.50
159	Woodelven Scout	4	5	3	2		1/24	12	7			1				0.00
161	Dwarven Lord	2	12	8	4		1/4	62							B	1.95
162	Dwarven Hero	2	12	8	4		1/4	59							B	0.90
163	Dwarven Captain	2	10	7	5		1/6	36							B	0.50
164	Dwarven Scout	2	5	3	2		1/9	9								0.00
165	Gnome Lord	2	10	7	5	2	1/6	47	37			1			B	1.40
166	Gnome Hero	2	10	7	5	2	1/6	43	32			1			B	0.45
167	Gnome Wizard	2	10	7	5	2	1/6	151	72	59	25	2	32			1.70
168	Gnome Captain	2	10	7	5	2	1/6	18								0.50
169	Gnome Scout	2	4	3	2	1	1/12	4	3			1				0.00
174	Hobgoblin Captain	4	6	4	3	1	1/8	21							B	0.50
194	Skeleton Knight	4	8				–	65							B	0.50

Table 6: Combat data for leaders and characters.

cost, a cost should be added to the normal move cost e.g. for crossing a river. A dash means the unit cannot move in this terrain or cross this feature.

The *familiarity* is either **u** for "unfamiliar", **s** for "standard" or **f** for "familiar".

The *combat efficiency* is the efficiency in percent for the unit type when fighting in this terrain, a dash meaning the unit type cannot fight there.

In addition to the columns corresponding to terrains there are two columns with ratings for unit *awareness* and *visibility*:

Aw. This is the *awareness rating* of the unit type. The higher this number, the better the unit is at spotting things around it (such as units and locations in neighbouring hexes). The standard awareness rating is 100.

Vis. This is the *visibility rating* of the unit type. The higher this number, the easier it is for other units to spot a unit of this type. For mass units the visibility rating is given for a unit of standard size; units with a number of individuals different from the standard have their visibility rating adjusted by multiplying it with a factor (3/4+n/4) where n is the “size” of the unit in standard units (so for example a unit four times larger than a standard unit has its visibility rating multiplied by 7/4, corresponding to an increase of 75% over a standard unit).

Hide This is the *hiding rating* of the unit type, the higher the better. When a unit is hiding, its visibility rating is decreased making it harder to spot for other units. The exact reduction in visibility rating depends on terrain (it is easier to hide in woods than on the plains) and the familiarity of the unit with the terrain, and on the hiding rating. All else being equal, a unit of hiding rating 100 when hiding becomes twice as hard to spot as when not hiding while a unit of rating 0 does not become harder to spot and a unit of rating 200 becomes three times as hard to spot when hiding.

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
1	Light Infantry	6/f/125	6/s/100	7/u/100	7/u/100	7/u/100	10/u/94	13/u/88	8/u/75	8/u/75	7/u/100	7/u/100
2	Medium Infantry	6/f/125	6/s/100	7/u/88	8/u/88	8/u/88	11/u/81	14/u/75	9/u/63	8/u/63	8/u/88	8/u/88
3	Heavy Infantry	7/f/125	7/s/100	8/u/88	8/u/84	8/u/81	12/u/72	16/u/63	10/u/50	8/u/63	9/u/88	8/u/88
4	Militia	6/f/125	6/s/100	7/u/88	7/u/88	7/u/88	10/u/81	13/u/75	8/u/75	8/u/75	7/u/75	7/u/75
5	Light Cavalry	4/f/138	4/s/138	6/u/75	6/u/88	6/u/100	10/u/75	14/u/50	8/u/50	8/u/50	5/u/100	5/u/100
6	Medium Cavalry	5/f/138	5/s/138	7/u/75	7/u/81	7/u/88	12/u/63	16/u/38	8/u/50	8/u/50	6/u/100	6/u/100
7	Heavy Cavalry	6/f/138	6/s/138	8/u/75	8/u/75	8/u/75	14/u/50	20/u/25	8/u/50	8/u/50	6/u/88	6/u/88
8	Archers	6/f/125	6/s/100	7/u/100	7/u/100	7/u/100	10/u/94	13/u/88	8/u/75	8/u/75	7/u/100	7/u/100
9	Crossbowmen	6/f/125	6/s/100	7/u/88	8/u/88	8/u/88	11/u/81	14/u/75	9/u/63	8/u/63	8/u/88	8/u/88
10	Engineers	6/f/125	6/s/100	7/u/100	7/u/100	7/u/100	10/u/94	13/u/88	8/u/75	8/u/75	7/u/100	7/u/100
11	Pirates	6/s/113	6/s/100	7/s/100	7/s/100	7/s/100	10/s/88	13/s/75	8/u/100	8/u/100	7/u/100	7/u/100
12	Woodsmen	6/s/100	6/s/100	6/s/125	7/s/113	7/s/100	10/s/100	13/s/100	8/u/75	7/u/88	7/u/100	7/u/100
13	Mountain Men	6/s/100	6/s/100	7/s/100	7/s/106	7/s/113	9/s/119	10/s/125	8/u/75	8/u/75	7/u/100	7/u/100
14	Desert Men	6/s/100	6/s/100	7/s/100	7/s/100	7/s/100	10/s/100	13/s/100	8/u/75	8/u/75	6/f/125	7/s/100
15	Hill Men	6/s/100	6/s/100	7/s/100	7/s/113	6/f/125	9/s/113	12/s/100	8/u/75	8/u/75	7/u/100	7/u/100
16	Plainsmen	6/s/100	6/f/125	7/s/100	7/s/100	6/s/100	9/s/94	12/s/88	8/u/75	8/u/75	7/s/100	7/s/100
17	Elephant Riders	6/s/125	6/s/125	7/u/88	9/u/88	10/u/88	14/u/56	18/u/25	12/u/50	7/u/88	6/u/88	6/u/100
18	Pikemen	6/f/138	6/s/138	7/u/63	7/u/81	7/u/100	10/u/81	13/u/63	8/u/63	8/u/50	7/u/125	7/u/125
19	Bandits	6/s/100	6/s/100	7/s/100	7/s/100	7/s/100	10/s/100	13/s/100	8/s/100	8/s/100	7/s/100	7/s/100
20	Mounted Archers	4/f/138	4/s/138	6/u/75	6/u/88	6/u/100	10/u/75	14/u/50	8/u/50	8/u/50	5/u/100	5/u/100
26	Wood Elves	6/s/100	6/s/100	6/f/138	6/f/119	6/s/100	9/s/100	12/u/100	8/u/75	7/s/100	7/u/100	7/u/100
27	Elven Wolfriders	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	9/s/81	12/u/63	8/u/50	7/s/100	6/u/100	5/u/100
31	Dwarven Infantry	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
32	Dwarven Crossbowmen	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
34	Gnome Warriors	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
35	Gnome Archers	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
36	Gnome Engineers	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100

Table 7: Terrain data for military units.

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
41	Trolls	5/u/100	5/s/100	6/s/81	6/s/103	6/f/125	8/f/131	9/f/138	7/s/88	8/u/63	6/u/100	7/u/100
42	Hobgoblins	6/s/100	6/s/100	6/s/113	6/s/113	6/s/113	9/s/113	11/s/113	8/s/88	8/u/88	7/u/100	7/u/100
43	Goblins	6/s/100	6/s/100	6/f/125	6/f/125	6/f/125	9/s/113	12/s/100	8/s/88	7/u/100	7/u/100	7/u/100
44	Goblin Wolfriders	5/s/100	5/s/100	5/f/113	5/f/113	5/f/113	9/s/94	12/s/75	8/s/88	7/u/100	6/u/100	6/u/100
61	Minotaurs	6/u/100	6/s/100	7/s/100	7/s/100	7/s/100	8/s/100	9/s/100	8/s/100	8/s/100	6/s/100	6/s/100
62	Centaurs	4/s/125	4/s/125	6/s/100	6/s/100	6/s/100	9/s/94	12/s/88	7/s/75	7/s/88	5/s/100	5/s/100
63	Darklings	6/s/88	6/s/88	6/s/100	6/s/100	6/s/100	9/s/100	12/s/100	8/s/100	6/s/125	7/u/88	7/s/100
64	Giants	5/u/100	5/s/100	5/s/100	5/s/106	5/s/113	6/s/113	7/s/113	6/s/100	8/s/88	5/s/100	5/s/100
65	Bog Crabs	8/u/88	8/u/88	7/u/88	8/u/88	9/u/88	12/u/69	15/u/50	5/f/113	7/s/88	8/u/75	8/u/88
66	Treants	4/u/100	4/s/100	4/f/150	4/f/125	4/s/100	7/s/100	10/u/100	8/u/75	5/u/100	5/u/88	4/u/88
68	Giant Scorpions	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	8/s/100	11/s/100	7/u/75	5/s/100	5/f/113	5/s/100
69	Giant Ants	6/s/100	6/s/100	6/s/100	6/s/100	6/s/100	8/s/100	10/s/100	8/s/100	6/s/100	6/s/100	6/s/100
70	Giant Spiders	5/s/88	5/s/88	5/s/125	5/s/119	5/s/113	7/s/106	9/s/100	7/s/100	5/s/125	5/s/88	5/s/88
73	Wolves	4/s/100	4/s/100	4/f/125	4/f/125	4/f/125	7/s/106	10/s/88	8/u/88	5/u/100	5/u/100	4/u/100
83	Skeletons	7/u/100	7/u/100	8/u/100	8/u/100	8/u/100	10/u/100	12/u/100	9/u/100	8/u/100	7/u/100	7/s/125
117	Wagon Train	7/s/100	8/s/100	10/s/88	10/s/88	10/s/88	15/u/69	20/u/50	15/u/50	15/u/50	10/u/75	8/u/100

Table 8: Terrain data for special mass units (monsters *et cetera*).

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
38	Bandit Leader	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
56	Ogre	5/u/100	5/s/100	5/s/100	5/s/100	5/s/100	7/s/100	8/s/100	6/s/88	7/u/75	5/s/100	6/s/100
57	Rock Giant	5/u/100	5/s/100	5/s/100	5/s/106	5/s/113	6/s/113	7/s/113	6/s/100	8/s/88	5/s/100	5/s/100
58	Ice Giant	5/u/100	5/s/100	5/s/100	5/s/106	5/s/113	6/s/113	7/s/113	6/s/100	8/s/88	5/s/100	5/s/100
67	Giant Rats	7/s/100	7/s/100	7/s/100	7/s/100	7/s/100	9/s/100	10/s/100	7/s/100	7/s/100	7/u/100	7/s/100
81	Zombies	7/u/100	7/u/100	9/u/100	9/u/100	9/u/100	12/u/100	15/u/100	9/u/113	9/u/100	8/u/100	7/s/125
82	Greater Zombies	7/u/100	7/u/100	9/u/100	9/u/100	9/u/100	12/u/100	15/u/100	9/u/113	9/u/100	8/u/100	7/s/125
84	Wraiths	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/s/100	5/u/113	5/s/100	5/s/138
120	Templar	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
176	Ghost	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100
192	Vampire	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/125
198	Minor Golem	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	6/s/100	7/s/100	6/s/100	6/s/100	5/s/100	5/s/100
199	Major Golem	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	6/s/100	7/s/100	6/s/100	6/s/100	5/s/100	5/s/100

Table 9: Terrain data for common units in quest-land.

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	100	100	100	1	Light Infantry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/106	10/u/63	100	100	100	2	Medium Infantry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/106	10/u/63	100	100	88	3	Heavy Infantry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/100	10/u/50	75	100	75	4	Militia
3/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/88	6/f/50	6/s/75	-/-/-	100	100	63	5	Light Cavalry
4/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/81	6/f/50	6/s/75	-/-/-	100	100	56	6	Medium Cavalry
4/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/75	6/f/50	6/s/69	-/-/-	100	100	50	7	Heavy Cavalry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	100	100	100	8	Archers
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/106	10/u/63	100	100	100	9	Crossbowmen
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	100	100	100	10	Engineers
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	125	80	113	11	Pirates
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	10/u/63	125	80	131	12	Woodsmen
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	8/u/75	125	80	131	13	Mountain Men
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	10/u/63	125	80	131	14	Desert Men
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	8/u/75	125	80	131	15	Hill Men
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	8/u/75	125	80	131	16	Plainsmen
6/-/-	+0/-/-	+0/-/-	+4/-/-	+2/-/-	6/s/50	6/u/25	6/u/63	-/-/-	88	200	50	17	Elephant Riders
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/f/100	5/f/75	6/s/100	10/u/50	100	100	100	18	Pikemen
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/100	4/s/100	6/s/100	10/u/88	125	80	113	19	Bandits
3/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/88	6/f/50	6/s/75	-/-/-	100	100	63	20	Mounted Archers
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/100	4/s/100	6/s/100	10/u/63	138	89	200	26	Wood Elves
4/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/88	6/s/63	6/s/81	10/u/50	138	89	125	27	Elven Wolfriders
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/s/113	4/f/125	6/s/113	8/s/100	125	80	125	31	Dwarven Infantry
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/s/113	4/f/125	6/s/113	8/s/100	125	80	125	32	Dwarven Crossbowmen
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/f/125	4/f/125	6/s/113	8/s/100	125	73	175	34	Gnome Warriors
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/f/125	4/f/125	6/s/113	8/s/100	125	73	175	35	Gnome Archers
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/f/125	4/f/125	6/s/113	8/s/100	125	73	175	36	Gnome Engineers

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
5/-/-	+0/-/-	+0/-/-	+6/-/-	+2/-/-	4/u/100	4/s/100	6/s/100	6/f/138	125	80	150	41	Trolls
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/u/100	4/s/100	6/s/100	8/s/88	113	80	125	42	Hobgoblins
5/-/-	+0/-/-	+1/-/-	+10/-/-	+5/-/-	4/u/100	4/s/100	6/s/100	8/s/100	113	89	125	43	Goblins
4/-/-	+0/-/-	+1/-/-	+10/-/-	+5/-/-	4/u/88	5/s/63	6/s/81	8/s/75	113	100	125	44	Goblin Wolfriders
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/u/100	4/s/100	5/s/100	7/s/100	100	89	113	61	Minotaurs
3/-/-	+0/-/-	+1/-/-	+6/-/-	+3/-/-	4/s/88	6/s/50	6/s/75	-/-/-	100	89	100	62	Centaurs
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/u/100	4/s/100	6/s/100	5/f/150	113	67	150	63	Darklings
5/-/-	+0/-/-	+1/-/-	+2/-/-	+1/-/-	4/u/100	4/s/113	5/s/106	8/u/88	125	114	88	64	Giants
7/-/-	+0/-/-	+0/-/-	+2/-/-	+1/-/-	4/u/88	4/s/88	6/s/88	9/u/88	100	80	175	65	Bog Crabs
4/-/-	+0/-/-	+0/-/-	+2/-/-	+1/-/-	4/u/88	4/u/88	4/u/88	-/-/-	125	133	200	66	Treants
5/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/100	4/s/100	5/s/100	5/s/100	100	67	150	68	Giant Scorpions
6/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	5/s/100	5/s/100	6/s/100	6/f/125	100	80	125	69	Giant Ants
5/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/125	4/s/125	5/s/106	5/s/138	100	67	200	70	Giant Spiders
4/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/u/100	4/u/100	4/u/100	5/s/100	75	100	150	73	Wolves
6/-/-	+0/-/-	+1/-/-	+2/-/-	+2/-/-	8/u/100	8/s/100	8/s/113	7/s/125	75	100	100	83	Skeletons
5/-/-	+0/-/-	+2/-/-	+8/-/-	+4/-/-	5/s/100	5/s/100	7/s/100	-/-/-	50	100	50	117	Wagon Train

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	100	67	150	38	Bandit Leader
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	5/s/100	113	100	150	56	Ogre
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	4/s/100	5/s/100	8/s/100	125	114	88	57	Rock Giant
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	4/s/100	5/s/100	8/s/100	125	114	88	58	Ice Giant
7/-/-	+0/-/-	+2/-/-	+4/-/-	+2/-/-	5/s/100	5/s/100	6/s/100	5/s/100	150	67	150	67	Giant Rats
6/-/-	+0/-/-	+1/-/-	+2/-/-	+2/-/-	8/u/100	8/s/100	8/s/113	8/s/125	38	100	125	81	Zombies
6/-/-	+0/-/-	+1/-/-	+2/-/-	+2/-/-	8/u/100	8/s/100	8/s/113	8/s/125	75	100	125	82	Greater Zombies
5/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/113	4/s/113	5/s/125	5/s/125	100	67	200	84	Wraiths
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/88	100	67	113	120	Templar
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	4/s/100	5/s/100	100	50	200	176	Ghost
4/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/125	3/s/125	4/s/125	4/s/125	150	67	200	192	Vampire
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	5/s/100	5/s/100	5/s/100	8/s/75	125	114	88	198	Minor Golem
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	5/s/100	5/s/100	5/s/100	8/s/75	125	114	88	199	Major Golem

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
121	Warlord	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
122	Knight	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
123	Hero	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
124	Scout	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
125	Captain	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
126	General	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
127	Noble	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
129	Pirate Lord	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
130	Pirate	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
131	Priest	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
132	Acolyte	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
133	Wizard	4/s/100	4/s/100	5/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	7/s/100	5/s/100	5/s/100
134	Minor Wizard	4/s/100	4/s/100	5/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	7/s/100	5/s/100	5/s/100
139	Mage	4/s/100	4/s/100	5/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	7/s/100	5/s/100	5/s/100
140	Minor Mage	4/s/100	4/s/100	5/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	7/s/100	5/s/100	5/s/100
145	Grand Mahout	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
155	Lord of the Woods	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	8/s/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
156	Elven Ranger	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	8/s/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
157	Elven Wolfmaster	5/s/100	5/s/100	5/f/138	5/s/119	5/u/100	8/u/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
159	Woodelven Scout	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	8/s/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
161	Dwarven Lord	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
162	Dwarven Hero	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
163	Dwarven Captain	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
164	Dwarven Scout	6/s/100	6/s/100	6/u/100	6/s/113	6/f/125	7/f/125	8/f/125	10/u/63	7/u/88	6/u/100	6/u/100
165	Gnome Lord	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
166	Gnome Hero	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
167	Gnome Wizard	6/f/100	6/s/100	6/u/100	6/s/119	6/f/138	9/s/119	11/s/100	10/u/63	7/u/88	6/u/100	6/u/100
168	Gnome Captain	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
169	Gnome Scout	6/f/100	6/s/100	6/u/100	6/s/119	6/f/138	9/s/119	11/s/100	10/u/63	7/u/88	6/u/100	6/u/100
174	Hobgoblin Captain	6/s/100	6/s/100	6/f/125	6/f/125	6/f/125	9/f/125	11/f/125	8/s/88	7/u/88	6/u/100	6/u/100
194	Skeleton Knight	6/u/100	6/u/100	6/u/100	6/u/100	6/u/100	8/u/100	10/u/100	7/u/100	7/u/100	6/u/100	6/s/125

Table 10: Terrain data for leaders and characters.

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	113	121	Warlord
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/88	63	67	113	122	Knight
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	63	67	150	123	Hero
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	125	50	200	124	Scout
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	100	125	Captain
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	100	126	General
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	63	67	113	127	Noble
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	129	Pirate Lord
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	130	Pirate
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	131	Priest
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	132	Acolyte
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/100	4/s/100	10/s/100	100	67	150	133	Wizard
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/100	4/s/100	10/s/100	100	67	150	134	Minor Wizard
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/100	4/s/100	10/s/100	100	67	150	139	Mage
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/100	4/s/100	10/s/100	100	67	150	140	Minor Mage
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	100	145	Grand Mahout
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/s/88	138	67	200	155	Lord of the Woods
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/s/100	138	50	200	156	Elven Ranger
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/u/75	138	67	200	157	Elven Wolfmaster
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/s/100	138	50	200	159	Woodelven Scout
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	125	161	Dwarven Lord
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	125	162	Dwarven Hero
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	125	163	Dwarven Captain
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	7/s/100	125	50	200	164	Dwarven Scout
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	175	165	Gnome Lord
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	138	62	175	166	Gnome Hero
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	7/s/100	138	50	200	167	Gnome Wizard
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	175	168	Gnome Captain
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	7/s/100	138	50	200	169	Gnome Scout
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	7/s/88	100	67	150	174	Hobgoblin Captain
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/113	6/s/125	75	67	100	194	Skeleton Knight