

2000 Pts - Dogs of War Army	Predoni Vivi
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Unit Name	##	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	Cp	Dp	US	Cost
<b>Ali Babà ()</b>	1	4	5	5	4/5	4	2	5	3	8	3+	6+			2	111
	General; Units within 12" may use General's Leadership; Longbow; 30", St3 hit; Heavy Armour; Shield															
<i>Sword of Might</i>	+1St															
<i>Talisman of Protection</i>	6+ ward save															
Warhorse	1	8	3		3	3	1	3	1	5						[0]
<b>Euro Simone ()</b>	1	4	4	4	4	4	2	4	2	8	4+				2	89
	Counts as BSB. May not be General. Army tests for panic if killed.; Longbow; 30", St3 hit; Light Armour; Shield															
<i>Biting Blade</i>	-1 to enemy armor save.															
Warhorse	1	8	3		3	3	1	3	1	5						[0]
<b>Al Muktar's Desert Dogs</b>	9	4	3	3	3	3	1	3	1	7	5+				2	323
	Fast Cavalry; Shield; Musician; +1CR if tied; +1 Ld in rally attempts.															
Al Muktar	1	4	5	5	4	4	2	5	3	8	5+				2	[0]
	Shield															
Ibn	1	4	3	3	3	3	1	3		7	5+				2	[0]
	Shield; Standard; +1CR															
<i>#Black Banner of the Muktarhin</i>	+D3 to CR															
Sheikh Shufti	1	4	4	4	4/5	3	2	4	2	8	5+				2	[0]
	Shield															
<i>#Scimitar of Dakisir</i>	+2 St on charge, +1 St other times.															
Warhorse	12	8	3		3	3	1	3	1	5						[0]
<b>Light Cavalry</b>	9	4	3	3	3	3	1	3	1	7	5+				2	225
	Fast Cavalry; Spear; St+1 on charge; Normal Bow; 24", St3 hit; Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.															
Champion	1	4	3	4	3	3	1	3	1	7	5+				2	[15]
Warhorse	10	8	3		3	3	1	3	1	5						[0]
<b>Light Cavalry</b>	9	4	3	3	3	3	1	3	1	7	5+				2	225
	Fast Cavalry; Spear; St+1 on charge; Normal Bow; 24", St3 hit; Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.															
Champion	1	4	3	4	3	3	1	3	1	7	5+				2	[15]
Warhorse	10	8	3		3	3	1	3	1	5						[0]
<b>Light Cavalry</b>	9	4	3	3	3	3	1	3	1	7	5+				2	225
	Fast Cavalry; Spear; St+1 on charge; Normal Bow; 24", St3 hit; Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.															
Champion	1	4	3	4	3	3	1	3	1	7	5+				2	[15]
Warhorse	10	8	3		3	3	1	3	1	5						[0]
<b>Mammalucchi ()</b>	9	4	4	3	3	3	1	3	1	8	3+				2	235
	Lance; St+2 on charge; Heavy Armour; Shield; +1Sv w/ handweapon in HtH; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.															
Champion	1	4	4	3	3	3	1	3	2	8	3+				2	[15]
Warhorse	10	8	3		3	3	1	3	1	5						[0]
<b>El Mafij ()</b>	11	4	4	3	3	3	1	4	1/2	7					1	195
	Skirmish, Cloak & Dagger: Provides +1 A and 6+ armour save in HTH; 2ndWeapon; No shield in HtH; Throwing Knives; 6", St as user, No Move or Range penalty															
Toth Rijnha ()	1	4	6	5	4	4	2	6	3/4	8					1	[0]
	2ndWeapon; No shield in HtH; Throwing Knives; 6", St as user, No Move or Range penalty															
<i>#Grimacing Death Mask</i>	Causes Fear.															
<b>Duellists</b>	11	4	4	3	3	3	1	4	1/2	7					1	118
	Skirmish; 2ndWeapon; No shield in HtH; Throwing Knives; 6", St as user, No Move or Range penalty															
Blademaster	1	4	4	3	3	3	1	4	2/3	7					1	[10]
<b>Arcers ()</b>	11	4	3	3	3	3	1	3	1	7					1	126
	Crossbow; 30", St4 hit, Move or Fire; Standard; +1CR; Musician; +1CR if tied. +1 Ld in rally attempts.; Normal Bow; 24", St3 hit															
Marksman	1	4	3	4	3	3	1	3	1	7					1	[10]
<b>Arcers ()</b>	11	4	3	3	3	3	1	3	1	7					1	126
	Crossbow; 30", St4 hit, Move or Fire; Standard; +1CR; Musician; +1CR if tied. +1 Ld in rally attempts.; Normal Bow; 24", St3 hit															
Marksman	1	4	3	4	3	3	1	3	1	7					1	[10]

**Total Army Cost: 1998 Pts.**

Notes:  
Casting Pool: 2