

Miami Thunderhawks

2000 point Vengequan Tribe



Red Sky Brave's Warband



Bled Earth Maiden Warband



TechShamon Cloud Dancer



Chief Runamuc



WindRider A



Bearskin Support Braves



WindRider B

The Miami Thunderhawks possess great speed which allows them to react to enemy units and counter their moves. The tribes weapons also have excellent range and will be able to out-distance all but the highest tech weaponry. The Miami Thunderhawks are led by Chief Runamuc the toughest man this side of Vegas. The Chief shows no fear in close combat and most dare not face him up close. His twin pistol shots are also able to drop the most stubborn of enemies. The TechShamon is not quite the leader that the Chief is and is unable to scare those who charge to close combat, but his Totem has great power and is able to cause many an enemy to regret get close to the Shamon. The Shamon also possesses a heavy laser rifle with which to pluck any one silly enough to venture out on to the field of battle. The Red Sky Braves are rifleman with weak close up weapons, while the Bled Earth Maidens are superior close combat troops equipped with only short range pistols. Each serves their function well, use them wisely. The Bearskins provide that extra pop that every army needs to take out multiple and hardened troops. Lastly, the Pride of the Thunderhawks two WindRiders, these birds are fast and the riders weapon provides an excellent punch and run capability.

Good Hunting **VIPER**

Chief Runamuc		Total Points	380		
Points	Type	Mv	Df	Mn	
130	Special	12"	4	A	
Points	Weapon	R	AV	AE	
25	WindDancer Knife	-	4	-	
45	WindDancer Knife	-	4	-	
70	Thunderhead Rocket Pistol	24"	4	-	
90	Thunderhead Rocket Pistol	24"	4	-	

NOTE:					
20	Piercing attack for both Pistols	unit size	1		

Bled Earth Maiden Warband (x3)		Total Points	300		
Points	Type	Mv	Df	Mn	
50	Trooper	12"	2	3	
Points	Weapon	R	AV	AE	
15	Desert Wolf Assault Weapon	-	3	-	
25	Starbeam Laser Pistol	12"	2	-	

NOTE:					
10	Frenzied	unit size	3		

WindRider Cav (x2)		Total Points	350		
Points	Type	Mv	Df	Mn	
85	Cavalry	18"	3	3	
Points	Weapon	R	AV	AE	
10	Emutant Bite	-	2	-	
35	Flashstorm Electrolance	-	3	-	
45	Flashstorm Electrolance	18"	3	-	

NOTE:					
		unit size	2		

TechShamon Cloud Dancer		Total Points	315		
Points	Type	Mv	Df	Mn	
95	Special	12"	3	5	
Points	Weapon	R	AV	AE	
15	Totem Club	-	3	-	
95	Totem Fright	12"	3	2x	
90	Sunstroke Heavy Laser	36"	4	-	

total
1997.5
army

NOTE:					
20	Horror attack on Totem Fright	unit size	1		

Red Sky Brave's Warband (x3)		Total Points	315		
Points	Type	Mv	Df	Mn	
50	Trooper	12"	2	3	
Points	Weapon	R	AV	AE	
10	Tomahawk	-	2	-	
45	Starbeam Laser Rifle	24"	2	-	

NOTE:					
		unit size	3		

Bearskin Support Braves		Total Points	337.5		
Points	Type	Mv	Df	Mn	
65	Elite	12"	3	3	
65	Elite	12"	3	3	
Points	Weapon	R	AV	AE	
10	Tomahawk	-	2	-	
90	Thunderbeam Cannon	36"	4	-	
10	Tomahawk	-	2	-	
97.5	Cloudburst Cannon	30"	3	2x	

NOTE:					
		unit size	1		

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