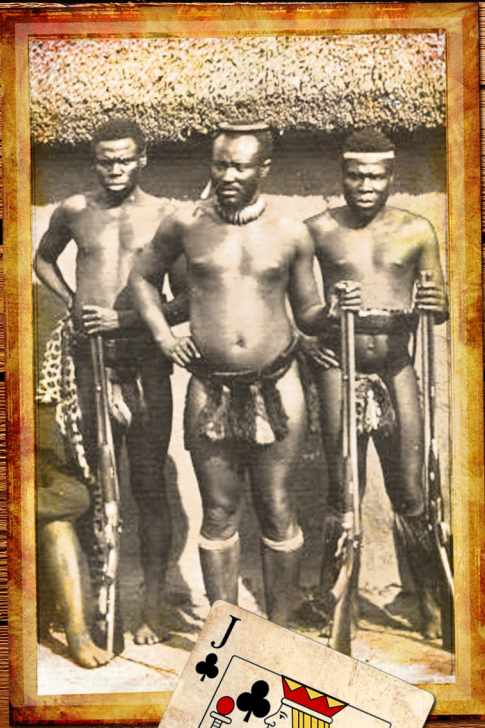




iNdluyengwe - Leopard's Lair

Leadership:	7+	Free Action:	Move
Speed:	8"	Firing:	6
Fighting:	4+	Discipline:	0
Weapons:	Spears & rag tag muskets (6"/nil)		
Special:	May go to ground, May attack at the double, Not slowed by terrain.		





iNdluyengwe - Oskerberg Snipers

Leadership:	7+	Free Action:	Move
Speed:	8"	Firing:	6+
Fighting:	4+	Discipline:	0
Weapons:	Martini-Henry Rifles (12"/24")		
Special:	May go to ground, May attack at the double, Not slowed by terrain.		



uThulwana - Dust Raisers

Leadership:	5+	Free Action:	Move
Speed:	8"	Firing:	6+
Fighting:	5+	Discipline:	2
Weapons:	Spears & rag tag muskets (6"/nil)		
Special:	May go to ground, May attack at the double, Not slowed by terrain.		





iNdlondo - Poisonous Snakes

Leadership:	6+	Free Action:	Move
Speed:	8"	Firing:	6+
Fighting:	5+	Discipline:	1
Weapons:	Spears & rag tag muskets (6"/nil)		
Special:	May go to ground, May attack at the double, Not slowed by terrain.		





uDluko - Savage

Leadership:	6+	Free Action:	Move
Speed:	8"	Firing:	6+
Fighting:	5+	Discipline:	1
Weapons:	Spears & rag tag muskets (6"/nil)		
Special:	May go to ground, May attack at the double, Not slowed by terrain.		

