

AR-MEN

The provenance of Ar-Men is lost to the turbulent history of the 20th century Perseus Arm. They are sizeable humanoids, slightly larger than humans although stooped and crouched in posture. Despite their bipedal stance and opposable thumbs on their hands, their resemblance to old Earth wolves and other canines is remarkable. Their home world is assumed to reside in the system provisionally dubbed Lupinus in the rimward verge of the Perseus arm. They apparently have colonies in the outlying systems as well. While the Ar-Men currently are little more than a local nuisance of little consequence in the bigger picture of galactopolitics, many human analysts fear that their star may be on the rise.

The Ar-Men came into contact with Human Confederacy when their ramshackle fleet of ships assaulted the important and heavily defended mining colony world of Dupree's Paradise. The first wave of the attack was repulsed in space and at this time, word spread that the attack was conducted by human pirates favoring unusual dress and tribal practices. Ar-Men were however much more than that, as became evident when another fleet, larger than the first, appeared mere days after the destruction of the first. Even as they pushed aside the orbital defenses and began landing troops on the planet itself, yet more attack waves rolled in from space. Dupree's Paradise was quickly on the verge of being overwhelmed.

What eventually came to be named Dupree's Paradise War lasted for three years and called for heavy investment of men and materiel from Human Confederacy. It paid off in the sense that the Ar-Men were finally evicted from the planet and the system. Any retaliatory attack on the largely uncharted Lupinus system was considered far too costly to seriously contemplate, and as the Ar-Men have thus far been unwilling – possibly even unable – to initialize any sort of diplomatic negotiations, the true extent of the threat they represent at the current time is not known. It is certain that their entire space fleet was not destroyed in the war as sporadic raiding missions have been thrown back from several outlying Confederacy-occupied systems.

Similarly unknown is their language and culture, but due to recovered samples much is known about Ar-Men physiology. There is harrowing evidence that they are a backfired “biological weapons” experiment, an attempt to create a warrior race with a perfect blend of strength, speed, cunning and sheer ferocity. Certainly their genetic code shows evidence of either massive, traumatic mutation or large-scale tampering. Furthermore, similarly to another race that has suffered from side effects of genetic manipulation, the Altai, they also have a racial weakness that the designers may have accidentally or purposefully introduced.

In the case of Ar-Men, this is not carried in the genes but instead as a form of microscopic symbiont in their blood. This symbiont is necessary for Ar-Man metabolism, but it can also at an unexpectedly start to reproduce uncontrollably. This causes symptoms resembling those of rabies: uncontrollably violent behavior ending in sure death within days. This condition is called the Red Rage.

Whatever their origins, Ar-Men seem to utilize recycled technology of several races rather than building anything that is truly original. They are however masters at building on discarded and battle damaged materiel to a degree that suggests this trait also has been somehow specifically been engineered into them. The patched-together look and nature of their space ships carriers over to all equipment they carry, but they more than make up for any technological shortcomings – which they seem to be in the process of overcoming – with their bestial killer instinct.

Force list and fluff(y) by Jouni Pohjola
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Ar-Men originally from Cobalt-1 game
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Tech Level: 3
Strategy Rating: 20

Tactical Rating: 13

Tactical Aspect	Value	TR Cost
Maximum Unit Size	10 (mob)	+2
Maximum Ad Hoc Units	50%	+3
Maximum Elite Units	50%	+3
Maximum Vehicle Units	50%	+3
Initial ADR	10	0
Tactical Advantage	Bravado	+2

Failed Figure Morale Test	War Cry	+1
Failed Unit Morale Test	Group Selection	-1

Frame Rating: 7

Frame Aspect	Limitation	FR Cost
Maximum Frames	25	+2
Maximum SI Weapon Cost	60	+2
Maximum PI Weapon Cost	60	+1
Maximum VE Weapon Cost	120	+1
Maximum Phase Weapon Cost	n/a	0
Minimum Armor Rating	0	0
Maximum PI Speed	5	0
Minimum Field Save	n/a	0
Maximum HTH Cost	20 (30)	+1
Maximum IF Area of Effect	2"	0

Victory Point Advantage

Glorious: At the end of the game, player receives an *extra* +1 VP for each full 100 points of enemy figures eliminated in HTH combat or by friendly CDWs.

Augmentations = 12 (maximum of 12)

General: Access to Enemy Weaponry (Multiply weapon cost by 2)
 - replaces any one standard weapon per game
 Access to Non-standard Weaponry (Multiply weapon cost by 1.5)
 - replaces any one standard weapon per game

Army: n/a

Infantry Indiv: Air Strike 9"/5+ (+191 PV per hero or officer)
 Unit Banner (+80 PV per hero or officer)

Infantry Unit: Bio-protective Gear (+1 PV per Terrorier)
 Combat Drugs (+5 PV per Frother)
 Extra Weapon Training (+10 PV per Leadbiter)
 Honed Blade (+2 PV per Warhound)
 Kinetic Enhancement (+5 PV per Iron Mastiff)
 Refractive Cloak (+15 PV per Terrorier)
 Weapon Immunity: Knockback (+1 PV per Iron Mastiff)

Vehicle: Dozer (+30 PV per Garm APC)
 On-board Mechanic (+20 PV per Cerberus AFV)
 Reinforced Ram (+20 PV per Cerberus AFV)

STANDARD INFANTRY

Boffin Hound – 11

The prized technicians and scientists of Ar-Man society, the Boffin Hounds are not a regular sight on the battlefield. When they do appear, they almost always crew the more complex heavy weapons that require more training to operate than a usual Warhound can be bothered with. They are generally smaller and less sturdy than other Ar-Men, but as they do compensate for this by carrying higher quality equipment it's their lack of combat experience that is their worst weakness in battle.

Type	SI
Size	2
Quality	Green
Move	4S
Armor Rating	+2
Damage Capacity	1

Field Save	n/a
HTH Rating	1@7+
Reflex	+1
Agility	8
Officer	1L (+35) or 2L (+50)
Hero Cost	n/a
Covert Operations	0
Primary Weapon:	Gorr Laser Pistol OR Nipper
Support Weapon:	Masticator Field Cannon
Side Arm:	Scratch Disc
Augmentation:	n/a

Frother – 32

Once dubbed “Kin-Brothers” on the mistaken notion that these were some form of throwback to an earlier, even more feral Ar-Man, it has since then become obvious that these entirely expendable berserk troops are formed from the unfortunates who have succumbed to the ravages of the Red Rage. Even other Ar-Men find them hard to control, but if they can be pointed at the right direction and let loose at an opportune moment, they can wreak most shocking havoc among the enemy. As a last resort stopgap measure, many of them are fitted with explosive control collars a dedicated “pack master” can remotely detonate should the need arise to stop the Frothers from attacking other Ar-Men – or if they happen to be otherwise so positioned that the exploding collars are bound to kill some of the enemy as well.

Type	SI
Size	2
Quality	Fanatic
Move	6S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	3@7+
Reflex	+3
Agility	12
Officer	1L (+35) or 2L (+50)
Hero Cost	n/a
Covert Operations	0
Primary Weapon:	Headbanger CDW
Support Weapon:	-
Side Arm:	Froth Venom OR Scratch Disc
Augmentation:	Combat Drugs

Leadbiter – 19

Most members of the Ar-Man race rely on speed, ferocity and brute force, but the Leadbiters have instead gone for a comparatively refined *modus operandi* leaning towards ranged combat and sniper work. They usually wear a reasonable amount of body armour and are generally armed with (slightly inferior) copies of captured Vobian Laser Rifles. They also take great care to keep their equipment in good order. Another “deviant” custom of the Leadbiters is having one eye put out by Boffin Hounds and replacing it with a very simple bionic eye; only those who show no sign of pain during the replacement operation are accepted to this elite “secret society”. Other Ar-Men seem to look askew on the Leadbiters for their artificial eyes and the time they spend polishing little bits of metal when they ought to be out fighting...but few dare argue with the hitting power of the Leadbiters.

Type	SI
Size	2
Quality	Veteran
Move	5
Armor Rating	+2
Damage Capacity	1
Field Save	n/a
HTH Rating	2@8+
Reflex	+3

Agility	10
Officer	2L (+50) or 3L (+95)
Hero Cost	+17
Covert Operations	2 (+4)
Primary Weapon:	Gorr Laser Rifle
Support Weapon:	Gnawer
Side Arm:	Cruncher Bomb OR Nipper
Augmentation:	Extra Weapon Training

Terrorier – 30

Terroriers first and foremost perform forward reconnaissance duties for Ar-Men forces, but their name stems from the fact that they also sabotage, ambush and downright terrorize the enemy, often making little distinction between civilian and military targets (it must be noted that no such distinction really exists in the Ar-Man society itself). Despite the terrible things they often do to others, among themselves they tend to be more laid back and less prone to infighting and, most importantly, onset of the Red Rage than an average Ar-Man. These very traits in fact enable them to act in their demanding role effectively.

Type	SI
Size	2
Quality	Elite
Move	5S
Armor Rating	+4
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	+3
Agility	11
Officer	2L (+50) or 3L (+95)
Hero Cost	+15
Covert Operations	3I (+10)

Primary Weapon:	Biter OR Chewer
Support Weapon:	-
Side Arm:	Froth Venom OR Cruncher Bomb
Augmentation:	Bio-protective Gear, Refractive Cloak

Warhound – 19

By far most Ar-Men capable of taking part in a military action fight in Warhound packs. While all Ar-Men are by nature ferocious and possess an innate skill – as well as body weaponry – for close combat, Warhounds are most often too undisciplined (even to the point of sometimes fighting amongst themselves instead of against the enemy) and poorly trained to release their full potential for combat on a modern battlefield. This, combined with rather primitive equipment they carry, has so far been the major factor in limiting the Ar-Man threat mostly to the level of mere piracy. Both their tactics and their weapons showed improvement over the course of the Dupree's Paradise War, however, which is a worrying development to say the least.

Type	SI
Size	2
Quality	Regular
Move	5S
Armor Rating	+3
Damage Capacity	1
Field Save	n/a
HTH Rating	2@7+
Reflex	+3
Agility	11
Officer	2L (+50) or 2L/1C (+110)
Hero Cost	n/a
Covert Operations	1 (+3)

Primary Weapon:	Biter
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Support Weapon: Fleshwaster OR Gnawer
Side Arm: Nipper
Augmentation: Honed Blade

POWERED INFANTRY

Iron Mastiff – 34

Boffin Hound experiments with primitive powered armor have thus far yielded rather mixed results. While they have offered reasonable protection and thus undoubtedly increased the staying power of an Ar-Man trooper, they have also invariably been rather cumbersome and slow, thus limiting mobility to a degree that has made finding troops willing to wear them difficult at best. The final version fielded on Dupree's Paradise, the so-called Iron Mastiff armor, apparently succeeded in generating some interest, especially among the Leadbiters, and it is possible that this frame will appear on battlefields more regularly in the future.

Type	PI
Size	2
Quality	Elite
Move	4
Armor Rating	0
Damage Capacity	1
Field Save	n/a
HTH Rating	2@6+
Reflex	+1
Agility	5
Officer	2L (+50) or 2L/1C (+110)
Hero Cost	+21
Covert Operations	0

Primary Weapon: Biter OR Chewer
Support Weapon: Fleshwaster OR Gnawer
Side Arm: -
Augmentation: Kinetic Enhancement, Weapon Immunity: Knockback

VEHICLES

Barghest Scout – 80

The most common vehicle used by Ar-Men is the Barghest light scout. These come in many shapes from large trikes to small jeeps, and are knocked together by Boffin Hounds from bits and pieces of whatever vehicles, military or civilian, they can lay their paws on. Lightly armed and armored, they are easy to transport even from planet to planet, although much construction takes place behind the lines in impromptu workshops as well. Barghest's flimsiness means it is rather easy to take down when encountered singly, but the Ar-Men mostly deploy their vehicles in the greatest numbers they can muster.

Type	Light Vehicle
Size	4
Quality	Vehicle
Move	8S
Armor Rating	+1
Damage Capacity	2
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	n/a
Entry Arcs	n/a

Primary Weapon: Mounted Fleshwaster (180° fire arc front, 135 PV) OR Mounted Gnawer (180° fire arc front, 63 PV)
Secondary Weapon: Mounted Gnawer OR Muncher Charge
Augmentation: n/a

Cerberus AFV – 147

A handful of these lumbering armored fighting vehicles made an appearance in the later stages of war on Dupree's Paradise. Apparently they were hastily constructed from whatever materials the Ar-Man Boffin Hounds had on hand in response to facing the Pitbulls and Bulldogs of the Confederate Army. Although they weren't able to make much impact on the outcome of the war, and are rather weak and slow for AFVs, they do demonstrate that Ar-Men can muster forces necessary for prolonged ground warfare very quickly when the need arises.

Type	AFV
Size	6
Quality	Vehicle
Move	6
Armor Rating	-1/0
Damage Capacity	5
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

Primary Weapon:	Turret Masticator Cannon (108 PV) OR Muncher Charge
Secondary Weapon:	Gorr Heavy Laser OR Mounted Gnawer
Tertiary Weapon (left side fire arc):	Mounted Fleshwaster OR Mounted Gnawer
Quaternary Weapon (right side fire arc):	Mounted Fleshwaster OR Mounted Gnawer
Augmentation:	On-board Mechanic, Reinforced Ram

Damage Chart

01-20 loose 2" of movement¹

21-50 loose one weapon¹ (attacker's choice)

51-100 loose 1 point of DC

¹if a Cerberus with no movement left suffers a hit that removes movement, or a Cerberus with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.

Garm APC – 136

Build from wrecked and captured enemy vehicles much the same way as the smaller Barghests, Garm armored personnel carriers are essential to Ar-Men forces as they have great numbers of infantry with short ranged weapons to transport near the enemy lines as quickly and safely as possible. Although the majority of Garms encountered have probably been built on-site, several successful orbital drops of these vehicles were also observed during the Dupree's Paradise campaign.

Type	APC
Size	5
Quality	Vehicle
Move	8
Armor Rating	0/+1
Damage Capacity	4 (4)
Field Save	n/a
HTH Rating	n/a
Reflex	n/a
Fire Actions	2
Passengers	20
Entry Arcs	L,R,B

Primary Weapon:	Turret Mounted Fleshwaster (180 pts) OR Turret Mounted Gnawer (84 pts)
Secondary Weapon:	Mounted Gnawer OR Muncher Charge
Augmentation:	Dozer

STANDARD INFANTRY WEAPONS

Biter – 6

Alternative designations: Doggy Doer, Vile Discharger

All Ar-Men weapons tend to be basic, noisy and hard hitting, but also inaccurate and unreliable. Nowhere is this more evident than in their assault rifles. Also most evident there is the bewildering variety of their designs: it seems that no two weapons are exactly alike. Human warfare analysts therefore just combine different weapons of the roughly same performance under different umbrella categories. “Biter” is an example of such a category, and it includes weapons that resemble SMGs or even semiautomatic rifles more than traditional assault rifles.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(2)	-	-	-	20	40	-	-	-	un

Chewer – 5

Alternative designation: Pumper

Like Biter is a blanket term for an Ar-Man assault rifle, Chewer is used for a wild variety of pump action and semiautomatic shotgun type weapons they field. Characteristically inaccurate, Chewers have plenty of raw hitting power and they require next to no field maintenance, making them the special favorite of Terroriers.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1K	-	10	15	20	25	-	-	-	un

Fleshwaster (infantry bracing weapon) – 39

Alternative designations: Conflagun, Jitterbug

Ar-Men appear to have an innate aversion to fire and thus it takes an especially determined warrior to carry a flamethrower in battle. Fleshwaster is a crude and primitive weapon in its class, consisting of nothing but two large pressurized fuel containers strapped to the wielder’s back and a flaming torch carrier in his paws. The heavy construction makes it unusually difficult to use effectively while on the move.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1C	-	5	10	15	-	-	-	-	4

Gnawer (infantry loader weapon) – 18

Alternative designations: Chak Cannon, Chucky

Most Gnawers tend to be multi-barreled guns, although single-barrel version and gatling designs are also occasionally seen. In any case, all Gnawers are large weapons that fire vast amounts of ammunition at a colossal rate, but lack design concerns for either reliability or accuracy.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1(4)	-	-	15	30	45	-	-	-	un

Gorr Laser Pistol – 5

First recovered a few days prior to the Ar-Man assault on Dupree’s Paradise from the wreck of the cruiser Gorr (the word ‘Gorr’, of unknown meaning, was found crudely etched to an intact hull section of the ship, and it is debatable if it in fact is the name or the designation of the destroyed vessel), this pistol appears to be a knock-off of a Vobian Laser Pistol. The Ar-Men Boffin Hounds have not succeeded in copying the Vobian power cells, however, and have resorted to cruder ones that are only good for a handful of shots before expiring.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	5	10	15	20	25	-	-	-	4

Gorr Laser Rifle (infantry bracing weapon) – 15

The first known use of this, the signature weapon of the Leadbiters, occurred in the battles of Dupree’s Paradise. Similarly to Gorr Laser Pistol, the weapon is based on the Vobian design. Suffering from the same energy cell problems plaguing the pistol version, Gorr Laser Rifle is fitted with a large, backpack-mounted power source connected to the emitter by a thick cable. While this assembly provides sufficient power for a prolonged firefight, the weight of it makes the weapon too cumbersome to be easily fired while on the move.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	25	35	45	55	-	-	-	un

Nipper – 2

Alternative designations: Pooch Pistol, Thumbs Pistol

Heft and power of the Ar-Men pistols are impressive, but their accuracy generally is not. While most fire but a single slug at a time, some models are capable of automatic fire, which little improves their net efficiency.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	5	15	25	-	-	-	un

Masticator Field Cannon (crew served parallel combo weapon¹) – 45

Alternative designation: Fat Bitch

While rugged and dependable as all Ar-Men weapons are, the Masticator is also complex enough to operate and to maintain that it is usually crewed by small packs of Boffin Hounds. Capable of firing different types of shells, it serves a dual role as an anti-tank weapon and artillery piece.

¹May fire either a Muncher Shell or a Cruncher Shell, player must declare type before the weapon is fired

Cruncher Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1A	-	-	UN	-	-	-	1	-	4

Muncher Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	UN	-	-	2/7+A	-	-	4

Scratch Disc – 1

Apparently an extremely simple weapon, a Scratch Disc is a balanced throwing device fitted with a configuration of razor-sharp blades. In reality, tinkering is needed to create the right combination of weight and aerodynamics, and occasionally some Scratch Discs are seen fitted with small gyroscopic wheels to enhance their flight qualities. What it may lack in true simplicity it makes up in brutality, and a skilled user can easily lob off a poorly armored victim's head or arm with it.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1B	-	-	5	15	25	-	-	-	1

VEHICLE WEAPONS

Gorr Heavy Laser – 49

Heaviest laser weapon in the Ar-Man arsenal, the Gorr Heavy Laser does not quite qualify for full-blown laser cannon. Nevertheless, it's a dangerous and powerful weapon that, having apparently been designed with the Vobian Laser Rifle as a template, shows that Ar-Men can occasionally be frighteningly creative in complex engineering tasks.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1V	-	30	40	50	60	-	1	-	un

Masticator Cannon (parallel combo weapon¹) – 54

Mounted as the main weapon on most Cerberus AFVs, this weapon in practice doesn't differ much from the field cannon version, even typically featuring a Boffin Hound crew.

¹May fire either a Muncher Shell or a Cruncher Shell, player must declare type before the weapon is fired

Cruncher Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1A	-	-	UN	-	-	-	1	-	un

Muncher Shell

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1	-	-	UN	-	-	2"/7+A	-	-	6

Mounted Fleshwaster – 90

The vehicle-mounted version of the Fleshwaster flamethrower is both more reliable and more effective than the infantry version.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	1C	5	10	15	-	-	-	-	-	un

Mounted Gnawer – 42

Much like the Mounted Fleshwaster, Mounted Gnawer improves upon the infantry version while differing fairly little in the basic design.

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	4	-	-	20	40	60	-	-	-	un

GRENADES AND CLOSE DEFENSE WEAPONS

Froth Venom – 25

Ar-Men have turned even the Red Rage, the bane of their race, against their enemies. Distilled from the blood of the dead victims of what can be thought as super-rabies, Froth Venom is stored in simple cans in aerosol form. When they are burst open by impact detonators, they release the deadly payload that literally leaves its victims frothing at the mouth as they perish in terrible agony.

Grenade: 2"¹,1@5+B

¹ area of effect grows by 2" in each resolution phase, with the damage roll increasing by 2 as well (1@5+B becomes 1@7+B etc.); in the resolution phase after a size of 8" is reached, remove the template from the tabletop; at the beginning of each turn the effect is active, move the template D5" in a random direction

Cruncher Bomb – 5

This brutally straightforward antitank bomb, essentially a separate warhead from a Masticator's Cruncher Shell, has been used to great effect against enemy armor by the fast moving and agile Ar-Men.

Grenade: 0"¹,1@5+A

¹ no area of effect; does not scatter if misses; no penalty vs. vehicle targets

Headbanger CDW – 4

Thus named for being almost exclusively fitted to the so-called Control Collars of the Frothers, this fragmentation device is used as a final measure should the Frother be overwhelmed by the enemy or get the inclination to attack his fellow Ar-Men. Occasionally Frothers manage to blow their own heads off (usually killing a few of their fellows as well) when clawing at the Collar, but this is seen as an entirely acceptable risk.

Infantry kamikaze¹ CDW: 2",1@5+

¹automatically eliminates the firing figure as soon as any damage rolls are performed

Muncher Charge – 38/126

Akin to the Cruncher Bomb, the Muncher Charge is just a number of separate Muncher warheads mounted in a sort of bandolier on the sides of an armored vehicle and detonated remotely (or sometimes even just by reaching out a peephole and pulling a ripcord) when an enemy approaches.

Vehicle CDW: 4",2@5+

TOTAL FRAMES = 17 (maximum of 25)

6 Unique Infantry Frames

11 Unique Weapons

STANDARD UNITS = 10 (maximum of 15)

At least 50% of the army's point value must be made up of units purchased from the following list.

Armored Assault Pack (exclusive)

0-4 Barghest Scouts

1-2 Cerberus AFVs

1-4 Garm APCs

Barghest Pack (exclusive)

2-10 Barghest Scouts

Boffin Hound Weapon Team

6-10 Boffin Hounds

Cerberus Pack (exclusive)

2-10 Cerberus AFVs

Frother Pack

5-10 Frothers

Garm Pack (exclusive)

2-10 Garm APCs

Iron Mastiff Pack (elite, exclusive)

4-10 Iron Mastiffs

Leadbiter Pack

4-10 Leadbiters

Terrorier Pack (elite)

4-10 Terroriers

Warhound Pack

5-10 Warhounds