Legends of the Middle Ages (8th July 2014) Based on Age of the Trebuchet by Mick Farnworth and Lord of the Rings, (C) Games Workshop. Adaption by Katie Lauren Lucas

	M	F	S	D	A	W	C	Might	Will	Fate	Cost	Range	Str	Move	Rules
Levied man	6"	2/5+	3	3	1	1	2	-	-	-	4	-	-	-	
Trained man	6"	3/4+	3	3	1	1	3	-	-	-	5	-	-	-	Trained
Professional Soldier	6"	4/3+	3	3	1	1	4	-	-	-	8	-	-	-	Trained
Hero	6"	4/5+	4	4	2	2	4	2	1	1	35	-	-	-	Only-the-best
Hero Upgrade	-	-	-	-	-	-	-	3	-	-	+5	-	-	-	
Hero Upgrade	-	-	-	-	-	-	-	4	-	-	+10	-	-	-	
Hero Upgrade	-	-	-	-	-	-	-	-	2	-	+5	-	-	-	
Hero Upgrade	-	-	-	-	-	-	-	-	-	2	+5	-	-	-	
Hero Upgrade	-	-/4+	-	-	-	-	-	-	-	-	+5	-	-	-	
Hero Upgrade	-	-/3+	-	-	-	-	-	-	-	-	+10	-	-	-	
Hero Upgrade	-	5/-	-	-	-	-	-	-	-	-	+5	-	-	-	
Hero Upgrade	-	6/-	-	-	-	-	-	-	-	-	+15	-	-	-	
Handgun (1385+)	-	-	-	-	-	-	-	-	-	-	1	16"	4	200%	Dangerous
XBow (1050+)	-	-	-	-	-	-	-	-	-	-	2	24"	4	100%	
English Bow (1300+)	-	-	-	-	-	-	-	-	-	-	2	24"	3	50%	Volley, Indirect
Bow	-	-	-	-	-	-	-	-	-	-	1	18"	2	50%	Volley, Indirect
Sling	-	-	-	-	-	-	-	-	-	-	1	24"	2	50%	Shoot x2, Indirect
Shield	-	-	-	+1/+2	-	-	-	-	-	-	1	-	-	-	Shielding, Shelter
Buckler	-	-	-	+1/+0	-	-	-	-	-	-	1	-	-	-	Shielding, Punch, Buckler
Pavise (1300+)	-	-	-	+1	-	-	-	-	-	-	1	-	-	-	Shielding, 50% Cover
Padded Jacket	-	-	-	+1	-	-	-	-	-	-	1	-	-	.	
Mail or Partial Plate	-	-	-	+2	-	-	-	-	-	-	2	-	-	.	
Mail & Plate (1300+)	-	-	-	+3	-	-	-	-	-	-	3	-	-	.	
Full Plate (1400+)	-	-	-	+4	-	-	-	-	-	-	4	-	-	.	
2H Weapon	-	-	-	-	-	-	-	-	-	-	1	CL	-	-	2H
English Bill	-	-	-	-	-	-	-	-	-	-	1	CL	-	-	2H,Hooked
Peasant Weapon	-	-	-	-	-	-	-	-	-	-	free	CL	-	-	(maybe 2H)
Halberd (1275+)	-	-	-	-	-	-	-	-	-	-	1	1 FIG	-	-	2H-and-spear,Support
Knife/Improvised	-	-	-	-	-	-	-	-	-	-	-1	CL	-	-	Poorly-armed
Pike (1300+)	-	-	-	-	-	-	-	-	-	-	1	2 FIG	-	-	Support, Pike
Spear	-	-	-	-	-	-	-	-	-	-	1	1 FIG	-	-	Support
Sword	-	-	-	-	-	-	-	-	-	-	free	CL	-	-	Parry
Lance	-	-	-	-	-	-	-	-	-	-	1	-	-	-	Lance-charge-bonus
Horse/Unarmoured	10"	-	4	4	1	-	-	-	-	-	5	-	-	-	Extra-attack
Horse/Padded (1200+)	10"	-	4	5	1	-	-	-	-	-	7	-	-	-	Extra-attack
Horse/Plate	10"	-	4	6	1	-	-	-	-	-	9	-	-	-	Extra-attack

2H or 2H-and-spear . . . . *RotK p50-51*
Fight roll -1. Wound roll +1. Cannot be supported. Latter type can act as a spear instead.

Banners . . . . *RotK p55*
Re-roll 1 fight dice within 3". Heroes MAY carry banners. Bearer may only use 1-handed weapons.

Buckler . . . . *New rule*
No defence bonus vs shooting.

Dangerous . . . . *Farnworth's Age of Trebuchet*
Roll 1 when firing it explodes; S4 attack on gunner.

Extra-attack . . . .
Gain an attack.

Herald . . . . *New rule*
If in contact w/hero, increase heroic actions range x2.

Indirect . . . . *New rule*
Bows/Slings may shoot over other units if >1/2 rng.

Hooked . . . . *New rule*
Can choose a hook attack. Gain a +1 on attack roll. If they score a hit, no damage. Defender is tripped (if on foot) or unhorsed if cav. They're "lying down" until have chance to get up. Any OTHER attacks made as part of this combat gain a +1.

Lance-charge-bonus . . . . *RotK p52*
+1 to wound when charged into combat.

Only-the-best . . . . *Farnworth's Age of Trebuchet*
Weapons/armour cost x5. Horses cost 10,15,20.

Parry/Shielding . . . .
Roll 2x dice, if win; no wounds.

Pavise . . . . *Farnworth's Age of Trebuchet*
Pavisiers are trained to use their shields in combat as per "shielding". Because of their training the restriction on being supported does not apply to reach 1 weapons. Count as cover for shooting.

Pike . . . . *RotK p52*
Can fight a neighbour's neighbour's opponent.

Poorly-armed . . . . *RotK p52*
-1 on the initial combat rolls.

Punch . . . . *New rule*
Can be used to strike people. If win the fight round, gain a extra strike at -1.

Shelter . . . . *New rule*
Stationary, non-fighting foot figures can shelter under their shields for extra +1 def against indirect shooting.

Shielding . . . . *RotK p52*
Figure can fend off attacks using shield. Roll x2 dice during combat, cannot score hits.

Support . . . . *RotK p50*
Can fight a neighbour's opponent.

Trained . . . . *RotK p25,30,31*
Can operate in formations. Shoot past friendly figures w/out penalty. Formed figs do not have to back away, do not take trapped penalty (they're Defending). Figs in contact with identical weapons may swap them for free (switch unloaded for loaded one).

Volley . . . . *RotK p54*
Reqs 6+ models in a group. Min range becomes 18". Max range doubled. Shoot skill ignored. Roll D6 for shooter, hit on 6. Sequential hits can walk to neighbouring figures in 6" steps.