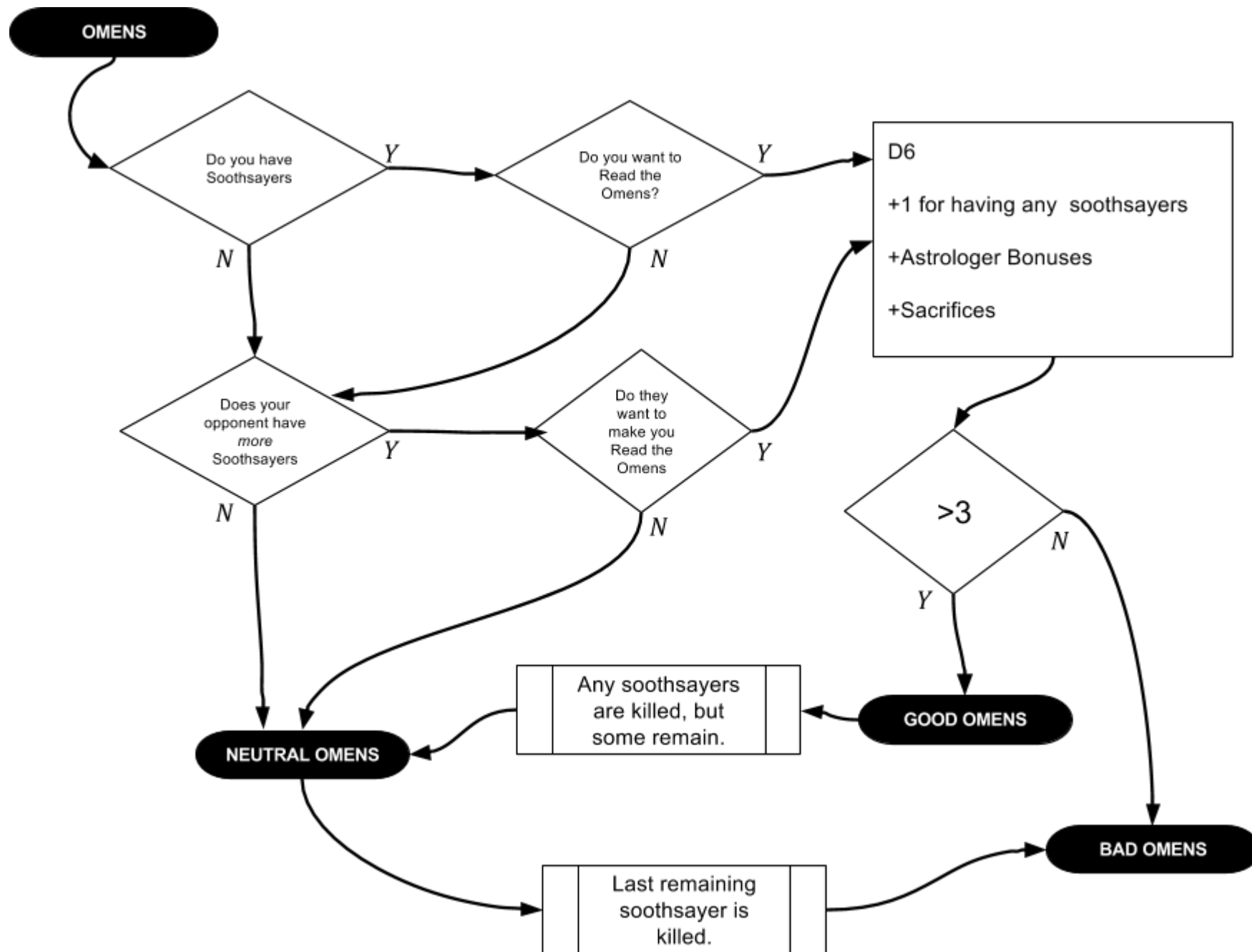
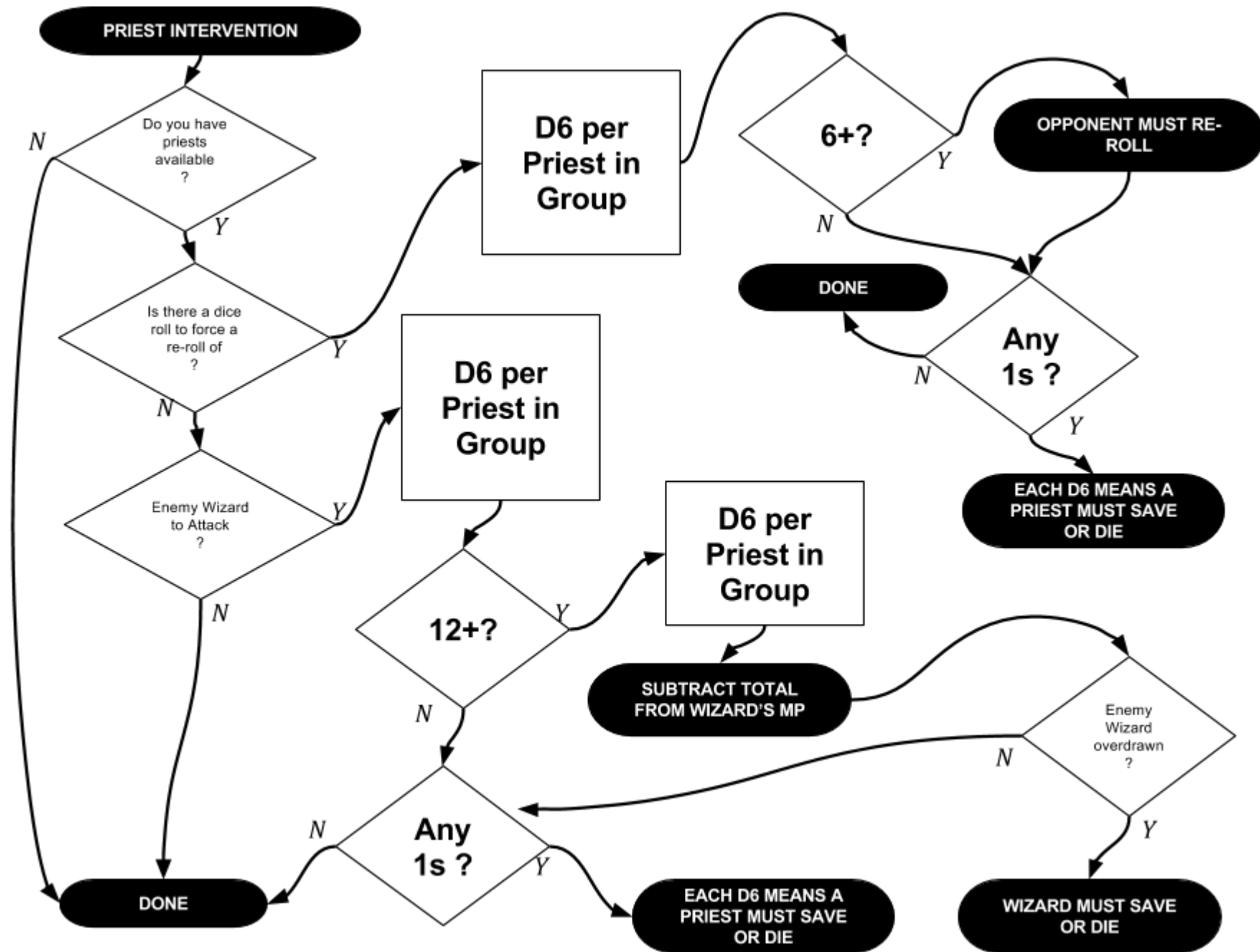


	Bloodlust	Disordered	Shaken	OK
Attack <i>Destroy Storm</i>	Must charge. May not reorganise. May pass through.	Must charge. May slow for terrain. May reorganise. If shooters with ammo, may stop when within short range. May not pass through units or be passed through.	Must charge. May slow for terrain.. If shooters with ammo, may stop when within short range. May not pass through units or be passed through.	Must charge. May slow for terrain. May reorganise. If shooters with ammo, may stop when within short range. May not pass through units or be passed through.
Oppose <i>Take Intercept</i>		May reorganise. May move. Must not move into contact.	May move. Must not move into contact. May pass through friendly unit if it is not disordered and it is under Oppose.	May reorganise if disordered. May move. Must not move into contact. May pass through friendly unit if it is not disordered and it is under Oppose.
Hold		May not move. May expand or reorganise. May not be passed through.	May not move. May expand. May not be passed through.	May not move. May expand or reorganise. May not be passed through.
Retreat		Must move max distance towards baseline. May end moves facing enemy. Will not slow for terrain — will become disordered. May not reorganise. Must not move into contact. Any contact results in shaken. May not pass through units or be passed through. May not darken skies.		
		May not reorganise if has Firewater.		

Expand / Contract	D6+quality figures may move to or from rear rows to a flank. (Undead gain bonus +1 per standard). Must be at start/end of move.
Reorganise	The unit does not move and loses its DISORDERED status.
Pass Through	Friendly units may pass through each other provided both have OPPOSE orders and neither is DISORDERED.
Charge	Must move max possible distance towards nearest enemy/nearest unengaged enemy. May not slow down for terrain — will collect DISORDERED as appropriate.





	Threatened	Shoot To Hit	Shoot Wound	Shoot Casualties	Combat To Hit	Combat Wound	Combat Casualties	Orders	Influence	Command Test
Undead	<i>Unused</i>	<i>+1 for Wraith</i>	<i>+1 for Wraith</i>	<i>Unused</i>	<i>+1 for Wraith</i>	<i>+1 for Wraith 2pwr → +Str</i>	<i>Unused</i>	<i>Unused</i>		
Dice	D6	D6 per fig X volleys	D6 per hit +str -res	D6	D6 per wor +D6 champ	D6 per hit +attk str -enemy res	D6	D6 +Leadership	D6	D6 +Leadership
Target	4+	4+	Per wpn	See Table	4+	Per wpn	See Table	See Table	< Leadership	See Table
Bloodlust	+2	-1		+2		+1	+2	-1 per unit	Wrong → kill BL Succ → OK	
Shaken	-2			-2			-2		Wrong → Rout Succ → OK	
Firewater	+1	-1		+1	-1		+1			
Disorder		-1			-1			-1 if any		
Attack					D6 per 5			+1 if BL=fan		
Hold							+1			
Oppose							-1			
Bad Light	-1	-1		-1			-1	-1		-1
Bad Omens										-1
Good Omens										+1
Bad Boast										-1
Good Boast										+1
Elite	+2	+2		+2	+1 better -1 worse		+2			
Vet	+1	+1		+1			+1			
Avg										
Poor	-1	-1		-1			-1			
Unpred	+3 / -3	-1		+3 / -3			+3 / -3			
Soft Cover			-1							
Hard Cover			-2							
Target Shield			-1		+1 if not					
Unit Std	+1			+1		+1 for defending	-1 for loss +1			
Unit Ldr	+1			+1			+1			
Unit Hero	+1	+5D		+1 / -1	D6 / Worth		+1			
Unit Mus	-1 opp count +1									
Any Losses				-1			-1 if greater +1 if fewer			
25% Losses							-1			
50% Losses (current)				-3			-3			
Terrible Creature <6"	-1 enemy +1 friendly			-1 enemy			-1 if fighting			
Dread <12"	-3									
Ranks >1					-1					
Mercs Paid-up, ½, ¼								-1, -2, -4		-1, -2, -4
Others		-1 volleys >1						+1 if by WC -1 if diff race +1 if courier -2 if BL w/unit	+1 BL has banner -1 BL diff race	+1 per talisman -1 per lost cmd -3 for WC lost