

| | Being Threat'd | Shoot To Hit | Shoot Wound | Shoot Casualties | Combat To Hit | Combat Wound | Combat Casualties | Orders | Influence | Command Test |
|--------------------------|-------------------------|-------------------------------------|----------------------------|------------------|---------------------------|---------------------------------------|------------------------------|--|-------------------------------------|--|
| Undead | Unused | +1 for Wraith | +1 for Wraith | Unused | +1 for Wraith | +1 for Wraith 2pwr → +Str | Unused | Unused | Unused | Unused |
| Dice | D6 | figs X volleys artill = D6 X wor | D6 per hit +str -res | D6 | D6 per wor +D6 champ | D6 per hit +attk str -enemy res | D6 | D6 +Leadership | D6 | D6 +Leadership |
| Success on | 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 wor | | | +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 per worth | | +1 | | | -1 if DESTROYER not in combat +1 if is. |
| 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 | | | | | |
| Merces Paid-up, 1/2, 3/4 | | | | | | | | -1, -2, -4 | | -1, -2, -4 |
| Others | | -1 volleys >1 -1 parabolic | | | Possible +1 for lances | | | +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 |

**Combat Test
Casualty Test
Threat Test**

Disc Trib Fan Stup

Command Test

**Mercenary
Command
Test**

**Battle Leader Test
(New Orders)**

Drain Test

less than

0

0

1

2

3

4

5

6

7

8

9

10

11

12+

ROUT

Command ROUTS off table.

Roll a D6
+2 for a paid up.
-2 if ¼ paid.

All units SHAKEN.
Messenger killed (may try save).

All individuals must save or be lost.
Any losses mean no more Drain Tests this turn.
All unactivated units lost.

6+

All units gain SHAKEN

Messenger sent away.
All units DISORGANISED.
ATTACK order → HOLD
HOLD order → ATTACK
OPPOSE order → HOLD

5,4

All characters and units in command ROUT.

Order not changed.
Messenger sent away.
All units DISORGANISED.

3 or less

CHANGE SIDES, the first time this result occurs.

Order not changed.
Messenger sent away.

Second time, all characters and units in command ROUT.

All units DISORGANISED.
Messenger may retry next turn.

All individuals must save or be lost.
Any losses mean no more Drain Tests this turn.

Delay. Nothing happens.
Messenger may retry next turn.

All necromancers must save or be lost.
Any losses mean no more Drain Tests this turn.

SHAKEN

OK

Command becomes SHAKEN.

No change.

Order changed.
All units DISORGANISED.

2 necromancers must save or be lost.
Any losses mean no more Drain Tests this turn.

Command becomes DISORGANISED.

Order changed.

A necromancer must save or be lost.
Any losses mean no more Drain Tests this turn.

No effects.
Command removes SHAKEN, BLOODLUST.

All units in command go into BLOODLUST in order to protect their chances of being paid.

All units DISORGANISED.

No effects.

BLOODLUST

| Italian | English | Usage | Attributes |
|-----------------------------|---|---|-------------------------------|
| Mago Demiurgo Warlock | Wizard, Witch (good) (evil) (neutral) | Cast spells. | Individual, Magic |
| Sacerdote | Priest | Re-roll dice. | Individual |
| Indivino | Soothsayer | Omens. Also sometimes look after magical creatures. | Individual, Omens, Controller |
| Sciamano | Shaman | A wizard, plus magical creature command. | Individual, Magic, Controller |
| Chierico | Cleric/Monk | Boost priests. | Individual, Magic |
| Stregon | Sorcerer/ess | Wizard, plus 1. necromancer spells. 2. enchantment ability. | Individual, Magic |
| | Enchantress | Enchantment ability. | Individual, Magic |
| Astrologo | Astrologer | Soothsayer with extras. | Individual, Scouting, Omens |
| Eroe | Hero | Fighter. Morale bonus to units. | Individual, Morale |
| | Destroyer | Fighter. Morale bonus to units. | Individual, Morale |
| | Paladin | Fighter. Morale bonus to units. | Individual, Morale |
| | Spectre | Fighter. Reorganising units. Fighting boost | Individual, Undead |
| Message | Courier | Carry orders. | Individual, C&C |
| Esplor | Scout | Scouting bonuses. | Individual, Scouting |
| Araldo | Herald | WC/BL range incr. | Individual, C&C |
| Portaband | Banner Bearer | Influence test boost. WC/BL range incr. | Individual, C&C |
| Alchemi | Alchemist | Create magical weapons for heroes. | Individual, Enhancements |
| | Master Forger | Create advanced weapons for heroes. | Individual, Enhancements |
| | Necromancer | Create magical animation of undead. | Individual, Undead |
| | Liche | Wizard, and can create magical animation of undead. | Individual, Undead |
| | Druid | Control creatures. | Individual, Controller |
| | Elementalist | Summon elementals. | Individual, Controller |
| | Champion | Combat/Shooting boost. | Soldier |
| | Leader | Casualty/Combat test bonuses. | Soldier |
| | Standard Bearer | Morale bonus. | Soldier, Morale |
| | Musician | | Soldier, Morale, Threats |
| | Battleleader | | Individual, C&C |
| | Warchief | | Individual, C&C |
| | Undead Standard Bearer | Help unit change formation. | Soldier, Undead |