

	Threat	Shoot Hit	Shoot Wnd	Shoot Morl	Combat Hit	Combat Wnd	Combat Morl	Orders	Influence	Command Test
Undead	unused	+1/wraith	+1/wraith	unused	+1/wraith	+1/wraith 2pwr⇒+Str	unused	unused	unused	unused
Dice	D6	figsXvolleys art=D6XWor	D6+str-res	D6	D6 X Wor	D6+str-res	D6	D6+leadership	D6	D6+leadership
Success on	4+	4+	per wpn	see table	4+	per wpn	see table	see table	<=BL lvl	see table
Bloodlust	+2	-1		+2		+1	+2	-1 per unit		
Shaken	-2	-1		-2			-2	-1 per unit		
Firewater	+1	-1		+1	-1		+1			
Disorder		-1			-1			-1 if any		
Attack					D6 per 5Wor			+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 if >, -1 if <		+2			
Vet	+1	+1		+1	as above		+1			
Avg					as above					
Poor	-1	-1			as above		-1			
Unpred	+3/-3	+3/-3		+3/-3	as above		+3/-3			
Soft Cover			-1							
Hard Cover			-2							
Target Shield			-1		+1 if not					
Unit Std	+1			+1		defend =+1	lost: -1, have +1			
Unit Ldr	+1			+1			+1			
Unit Hero	+1	no extra		+1	D6 per Wor		+1			Destroyer not in comb=-1 Destroyer in combat=+1
Unit Mus	-1/enemy, +1/friend									
Unit Champion					D6					
Any Loss this turn				-1			most: -1, less: +1			
Lost 25% current this turn							-1			
Lost 50% current this turn				-3			-3			
Per Command Lost										-1
Terrible <6"	-1 enemy, +1 friend			-1 if enemy		-1 if in this combat				
Dread <12"	-3									
Ranks>1					-1					
Mercs @ 1/4								-4		-4
Mercs @ 1/2								-2		-2
Mercs @ Paid-up								-1		-1
Indirect Shot		-2								
Volleying		-1								
Lances					R1 is ATTK/BLOODL +1					
Races								BL&WC diff races -1	BL diff race +1	
Banners								BL rng +4"	w/BL = -1	
Heralds								BL rng +2"		
Talismans										+1 each
Warchief								+1		-3 if lost
Courier								+1		+BL level
Battle Leader								-2 if w/unit		