

Figure	Purpose	THREAT TEST	CASUALT TEST	COMBAT TEST	BL TEST	CMD TEST	INFL TEST	SCOUT ROLL	COMBAT ROLL	Cost	Min	Max	If killed
Leader	Lead unit.	+1	+1	+1	-	-	-	-	-	figure +10	1 per unit.	1 per unit.	☹️ No unit reorg.
Champion	Enhance unit combat.	-	-	-	-	-	-	-	+1D	figure +10	None.	1 per unit.	☹️
Musician	Encourage unit.	+1	-	-	-	-	-	-	-	figure +10	None.	3 per unit.	☹️
Standard	Guide unit.	+1	+1	+1	-	-	-	-	(+1)	figure +10	None.	1 per unit.	Bonuses become -1s.
Warchief	Command of force.	-	-	-	+1	-	-	-	-	Per list.	1	1	No new orders issued. ⚠️
Battle Leader	Commander of division.	-	-	-	-	-	-	-	-	Per list.	None.	Any number.	Cmd's orders locked. ⚠️
+Leader 1	Lead division.	-	-	-	+1	+1	1D<=1	BLx1	-	+10	-	per WC/BL	-
+Leader 2	Lead division.	-	-	-	+2	+2	1D<=2	BLx2	-	+20	-	per WC/BL	-
+Leader 3	Lead division.	-	-	-	+3	+3	1D<=3	BLx3	-	+35	-	per WC/BL	-
+Leader 4	Lead division.	-	-	-	+4	+4	1D<=4	BLx4	-	+50	-	per WC/BL	-
+Leader 5	Lead division.	-	-	-	+5	+5	1D<=5	BLx5	-	+80	-	per WC/BL	-
Herald	WC/BL range+2" if in contact.	-	-	-	-	-	-	-	-	Per list.	None.	2/WC/BL	No effect.
Banner	WC/BL range+4" if in contact.	-	-	-	-	-	+1	-	-	Per list.	None.	1/WC/BL	No effect.
Wizard	Cast spells.	-	-	-	-	-	-	-	-	Per list.	None.	Any number.	⚠️
Courier	Carry orders around.	-	-	-	+1	-	-	-	-	Per list.	None.	Any number.	No effect.
Sharpshooter	Shoot at targets.	-	-	-	-	-	-	-	-	Per list.	None.	1 per WC	No effect.
Hero	Worth of 5 in combat.	+1	+1	+1	-	-	-	-	+5D	Per list.	None.	1 per 500pt	⚠️
Paladin Hero	=Hero. With unit⇒no fear creat/und	+1	+1	+1	-	-	-	-	+5D	Per list.	None.	1	⚠️
Destroyer Hero	=Hero. If in combat CMD+1 else -1.	+1	+1	+1	-	+1/-1	-	-	+5D	Per list.	None.	1 per WC	No effect.
Priest	Alter events by prayer. Drain enemy magic power.	-	-	-	-	-	-	-	-	Per list.	None.	Any number.	⚠️
Soothsayer	Reading omens. Sending superstition.	-	-	-	-	-	-	-	-	Per list.	None.	2	Any:omens no longer good. All:omens bad.
Scout	Scout before battle.	-	-	-	-	-	-	+2D	-	Per list.	None.	2 per BL	No effect.
Enchantress	Enchant units.	-	-	-	-	-	-	-	-	Per list.	None.	Any number.	Rules don't say.
Druid	Create impassible/hostile terrain. Summon Ent.	-	-	-	-	-	-	-	-	Per list.	None.	Any number.	Terrain/ent is lost.
Master of Guns	Better artillery shoots.	Ignition test +1 for Cannon/Bombard/Mortar.								50/60	None.	Any number.	☹️
Wiz/Witch's Servant	Re-roll failed magic tests. 2nd failure kills servant.									30	None.	1 per Wiz/Wch	Save lost.
Magic power	-	-	-	-	-	-	-	-	-	5pt	15 per Wiz.	Any number.	-
Druid power	-	-	-	-	-	-	-	-	-	5pt	15 per Druid.	Any number.	-
Poison Arrows	-1 to save throws.	-	-	-	-	-	-	-	-	20 per volley.	None.	All 6 volleys.	-
Firewater	Shooting-1, Fighting-1	+1	+1	+1	-	-	-	-	-	20 per unit.	None.	1 per unit.	-
Mantlets	Moveable hard cover	-2 to shooting kills. Attkr&defr both lose 2worth/mant in combat.								20 per 2in.	None.	Any number.	☹️
Palisades	Static soft cover	-1 to shooting kills. Crossing disorgs. At >50% speed = d6-2 hits.								30 per 6in.	None.	Any number.	☹️
Chev. de F.	Movement obstacle	Crossing costs D6-3 hits. Bloodlust makes this D6-2.								15 per 3in.	None.	Any number.	☹️
Pavises	Moveable soft cover	-1 to shooting kills. Attacker loses 1 worth per 2 in combat.								5 per 1in.	None.	Any number.	☹️
Spike Pits	Static movement obstacle	Crossing costs D6-3 hits. Bloodlust makes this D6-2.								20 per 3in.	None.	Any number.	☹️
Army Std	Static army bonus object. +1 CMD if intact. 3figs may lower the standard for safety. Enemy may wreck it.									+100p	None.	1	wrecked=⚠️☹️Lowered=☹️
Sacred Item	Carried by WC, BL or IND. If in contact, +1 CMD. Enemy can defile if they alone are in contact.									100p	None.	1	If defiled, ⚠️☹️
Belov'd Indv	Any WC, BL, IND, SPC. +1 CMD if alive & unrouted.									+100p	None.	1	If killed/routed, ⚠️☹️
Und Warriors	Fight	Immune	Never	Never	-	-	-	-	-	Per list.	-	-	-
Undead Leader	Lead unit.	Immune	Never	Never	-	-	-	-	-	figure +10	1 per unit.	1 per unit.	☹️, 1 Power lost. No unit reorg.
Und. Standard	Unit +2" move. +1 form. chg.	Immune	Never	Never	-	-	-	-	(+1)	figure +10	None.	1 per unit.	Bonuses become -1s.
Necromancer	Cabal member	-	-	-	-	-	-	-	2 POW= kill+1	81pt	0	Any number.	⚡
Wraith	Scouting. Commanding leaderless units.	-	-	-	-	-	-	+1D6 per 2	+3D hit+1 kill+1	58pt	0	Any number.	⚡
Spectre	Ind. warrior. Cause DREAD.	opp -3	-	-	-	-	-	-	+5D	129pt	0	1 per 1000pt	⚡
Liche	Und wizard & cabal member.	-	-	-	-	-	-	-	-	21pt +M	0	Any number.	⚡

⚡ Drain test this turn.

⚠️ Command test this turn.

☹️ Bonuses permanently lost.