

Name	Pts	Strength	Attack	Move	Shoot	Courage	Arm	Att Val	Def Val	Shoot Val	Move	Rules	Upgrades	Fant?
Elite Riders /Mntd M@A	6	6	5+	7+	-	3+	4	3+	5+	-	10"	Wild-Charge Counter Charge	Missiles/Bows, <i>2pt, -Wild&amp; C.Chrgs, Shoot=&gt;@6+ .. 5+/12".</i> Y Level-Head, <i>1pt, -Wild Charge. Move=&gt;5+</i> Drilled, <i>1pt, -Wild Charge.</i>	
Heavy Riders /Mntd Sgts	4	6	5+	5+	-	4+	3	4+	5+	-	10"	Counter Charge	Missiles/Mntd Bows, <i>1pt, Shoot=&gt;@6+..5+/12".</i> Mntd XBows, <i>0pt, -C.Chrg, Shoot=&gt;@7+..5+/12". Att=&gt;5+</i> Chariots, <i>1pt</i> , see below.	Y
Light Riders /Mnt Yeomen	4	6	7+	5+	6+	5+	3	5+	6+	5+/12"	12"	Skirmish Evade	Short Rng Missiles, <i>-1pt, Shoot=&gt;@6+.. 5+/6".</i> Expert <i>2pt, Skirmish without -1 pen.</i>	Y <sup>[1]</sup>
Greater Warbeasts*	6	6	5+	6+	-	3+	4	3+	6+	-	10"	Wild-Charge,Ranger	Flame/Spore Attack, <i>2pt, -Wild Charge, Shoot=&gt;@6+..5+/12"</i> Ponderous, <i>1pt, -Wild Charge.</i> Cunning, <i>2pt, Defence val=&gt;5+.</i>	Y <sup>[1]</sup>
Lesser Warbeasts*	4	6	5+	6+	-	4+	3	4+	6+	-	12"	Wild-Charge,Ranger Fleet Footed	Flame/Spore Attack, <i>2pt, -Wild Charge, Shoot=&gt;@6+..5+/12"</i> Cunning, <i>2pt, Defence val=&gt;5+.</i>	Y <sup>[1]</sup>
Elite Foot /M@A	6	6	5+	5+	-	3+	4	3+	4+	-	6"	Ranger	Missiles, <i>2pt, Shoot=&gt;@6+ .. 5+/18".</i>	Y
Heavy Foot /Serjeants	4	12	6+	5+	-	4+	3	5+	4+	-	6"	Wall of Spears	Expert/Offensive, <i>2pt, Attack Val=&gt;4+, -Wall of Spears</i>	Y
Light Foot /Yeomen	3	12	6+	5+	-	4+	2	5+	4+	-	8"	Wall of Spears	Offensive, <i>2pt, Attack Val=&gt;4+, -Wall of Spears</i> Short Rng Missiles, <i>1pt, Shoot=&gt;@6+..5+/6".</i> Mixed weapons, <i>2pt, Shoot=&gt;@6+ .. 5+/12", -Wall of Spears, no Offensive or Short Rng Missiles</i>	Y
Bellicose/Fierce Foot	4	12	5+	6+	-	4+	2	3+	6+	-	8"	Wild-Charge,Ranger C-charge Foot, Fleet Footed	Shiny Armour <i>2pt, Armour=&gt;3,</i>	Y <sup>[1]</sup>
Hvy Miss/Xbow	4	12	7+	6+	7+	4+	2	6+	5+	4+/18"	6"		Weighty Projectiles, <i>-1pt, Shoot=&gt;7+ .. 4+/12".</i>	Y <sup>[2]</sup>
Light Miss/Bow	4	12	7+	6+	6+	4+	2	6+	5+	5+/18"	6"		Sharpshooter, <i>2pt, Shoot Val=&gt;4+/18"</i> Slings, <i>-1pt, Shoot Val=&gt;4+/12".</i>	Y <sup>[2]</sup>
Scouts/Bidowers	2	6	7+	5+	7+	5+	1	6+	6+	5+/12"	8"	Skirmish,Fleet Foot Evade,Hard Target		Y <sup>[1]</sup>
Hordes/Serfs	1	12	7+	6+	-	5+	1	6+	6+	-	6"		Undead, Venomous, Hatred, Fear.	see left
Artillery <sup>◇[3]</sup>	4 Max1	gun/6serfs	-	static	auto	5+	1	-	-	7+/los	static	Boom. Reload.		N
Handguns <sup>◇[3]</sup>	4	6	7+	6+	8+	4+	2	6	6	6+/12"	6"	Bang, Panic	Pavises, <i>2pt, Armour=&gt;4 vs Shooting, 3 vs Melee</i>	N
Hounds & Handler <sup>◇</sup>	2	6	5+	5+	-	0	1	4+	5+	-	8"	Ferocious, Wild Charge, Fleet-footed	Hard-hitting, <i>+1pt, Attack=&gt;4+.</i>	N
Sheep <sup>◇</sup>	-	6	-	-	-	6+	1	-	-	-	8"	Defender-only. Animals.		N
HolyMan/Banner <sup>◇</sup>	+1	-	-	-	-	+1	-	-	-	-	-	Character		N

<sup>[1]</sup>Not SPELLCASTER/ SUMMONER/ CLERIC/ SLAYER

<sup>[2]</sup>Not SPELLCASTER/ CLERIC/ SLAYER

<sup>[3]</sup>Not available to Dark Age warbands.

**Bang**<sup>‡</sup>; Armour always 1+cover for these wpns.

**Boom**<sup>‡</sup>; Roll 12d, hit on 3+, ignore cover.

**Character**<sup>◇</sup>; Not Skirmishers/Hordes. Courage +1. Lucky blows kill char.

**Chariots**<sup>\*</sup>; Armour =>4. Cannot enter difficult terrain or cross linear.

**Cleric**<sup>\*</sup>; Do not fear units. Use Ench Wpns successfully every time. (4pt if fighting undead else 0pt)

**Counter Charge**; Roll 7+ to meet charging opponent halfway.<sup>†</sup>

**Enchanted or Blessed Weapons**<sup>\*</sup>; D6 =>6/5+ at game start to gain a re-roll on misses. (1/2pt)

**Evade**; Roll 7+ when charged to make a Skirmish targetting charger; may not advance on them.<sup>†</sup>

**Exploder**<sup>\*</sup>; Activate=5+. 3+ shoot at units<6". (2pt)

**Fear**<sup>\*</sup>; Courage-1 if opp rolls after fighting. (2pt)

**Fearful**<sup>\*</sup>; Courage and Rally tests at -1. (-2pt)

**Fleet Footed**; No loss of move in rough ground.

**Flying or Burrowing**<sup>\*</sup>; Ignore terrain while moving, cannot claim cover. (2pt)

**Hard to Target**; Armour 2 for shooting, range must be 12" or less to target.

**Hatred**<sup>\*</sup>; Gain wild charge against hated species. If have it, auto-pass it against hatreds. (1pt)

**Holy Men and Banners**<sup>¶</sup>; Not bid/serfs/leader's unit. Swap figure for banner/holyman. +1 to all Courage tests. Test for character death as Lucky Blow. If killed, score 1 glory. (1pt)

**Invisible**<sup>\*</sup>; No rng attacks, no block LOS. (3pt)

**Mobile or Faster Schiltron**<sup>\*</sup>; Move at half or full rate in Schiltron. Not over rough ground.

**Mystical Armour**<sup>\*</sup>; Save D6=6 against 1 STR loss.(2pt)

**Pavises**; Armour 3 for attacks, 4 for shooting.

**Ranger**<sup>\*</sup>/**Ferocious**; No loss Att/Def in rough ground. No armour bonus for rough ground.

**Reload**; Needs a 10+ activation to reload before shooting again.

**Skirmish**; Activate on 7+ to move half dist and shoot at -1 (in either order).

**Summoner**<sup>\*</sup>; May call on off-table units to arrive. See DR p46.

**Undead**<sup>\*</sup>; Gain any of FEAR, VENOM, FLYING. Courage becomes 0+. No FEAR effects. Hits round UP instead of DOWN.

**Venom**<sup>\*</sup>; Each D6=6 does 2 points of damage. (3pt for shoot=3pt, melee=3pt, both=6pt)

**Schiltron/Wall of Spears**<sup>\*</sup>/**Shieldwall**<sup>¶</sup>; 6+ models in open terrain, move order forms 2 ranks on a central figure. No move, armour +1 against attacks.<sup>†</sup>

**Animals**; Mtd M@A need not wild charge them. Will not cross obst.◇. Gain Evade, Ferocious, Fleet-footed.

**Were**<sup>\*</sup>; If take hits, transform on D6=5+ into beasts. (1+?pt)

**Wild Charge**; Must attack if <attack dist.<sup>†</sup>

◇ Extra rules from forum.

† Not when Battered.

‡ Extra rules from WSS77.

¶ Dark age rules in WI331.

\* Fantastical rules.

**Hill**; Cover if defending down.

**Rough**; Figs 1/2 move. *AV/DV => 5+. ARM => 2.*

**Lin.Obst**; Halt at obst. Cross&continue next turn.

**Cover**; 50% unit behind: ARM+1. > 3" of cover hides.