

Name	Points	Figures	Attack	Move	Shoot	Courage	Armr	Attack Val	Defence Val	Shoot Val	Move Dist	Rules	Upgrades
Mounted Men at Arms	6	6	5+	7+	-	3+	4	3+	5+	-	10"	Wild-Charge Counter Charge	Bows, 2pt, remove both Charges, Shoot =>6+..5+/12". Drilled ^[1] , 1pt, remove Wild Charge.
Mounted Serjeants	4	6	5+	5+	-	4+	3	4+	5+	-	10"	Counter Charge	Bows, 1pt, add Shoot 6+/12", 5+ to hit. XBows ^[1] , 0pt, remove Counter Charge, add Shoot 7+..5+/12", attack =>5+.
Mounted Yeomen	4	6	7+	5+	6+	5+	3	5+	6	5+/12"	12"	Skirmish Evade	Javelins, 1pt, Shoot =>5+..5+/6". Expert, 2pt, Skirmish without -1 shoot penalty.
Men at Arms Serjeants	6	6	5+	5+	-	3+	4	3+	4+	-	6"	Ferocious	
	4	12	6+	5+	-	4+	3	5+	4+	-	6"	Schiltron	Expert, 2pt, Attack Val =>4+, remove schiltron Pikes ^[1] , 1pt, Defence 3+ vs mounted unit. Mobile Schiltron ^[1] , 1pt, move 1/2 rate in Schiltron on reg ground. Faster Schiltron ^[1] , 2pt, move normally in Schiltron on reg ground.
Yeomen	3	12	6+	5+	-	4+	2	5+	4+	-	8"	Schiltron	Javelins, 1pt, Shoot =>6+/6", 5+ to hit. Expert ^[1] , 2pt, Attack Val =>4+, remove schiltron Mixed weapons, 2pt, Shoot =>6+/12" 5+ to hit, remove schiltron, no expert or javelins Pikes ^[1] , 1pt, Defence 3+ vs mounted unit. Mobile Schiltron ^[1] , 1pt, move 1/2 rate in Schiltron on reg ground. Faster Schiltron ^[1] , 2pt, move normally in Schiltron on reg ground.
Fierce Foot	4	12	5+	6+	-	4+	2	3+	6	-	8"	Ferocious Wild Charge Counter Charge Inf Fleet Footed	
Serfs	1	12	7+	6+	-	5+	1	6	6	-	6"		
Bows/Slings	4	12	7+	6+	6+	4+	2	6	5+	5+/18"	6"		Expert ^[1] , 2pt, Shoot Val =>4+ Poor Slings [◇] , -1pt, Shoot Val =>5+/12"
Crossbows	4	12	7+	6+	7+	4+	2	6	5+	4+/18"	6"		Pavises, 2pt, Armour =>4 vs Shooting, 3 vs Melee
Bidowers	2	6	7+	5+	7+	5+	1	6	6	5+/12"	8"	Hard to Target Skirmish Evade Fleet Footed	
Handguns^[1]	4	6	7+	6+	8+	4+	2	6	6	6+/12"	6"	Bang, Panic	Pavises, 2pt, Armour =>4 vs Shooting, 3 vs Melee
Artillery^[1]	4	gun+6 Max 1	-	static	auto if loaded	5+	1	-	-	7+/los	static	Boom. No move. Crew are Serfs. 10+ to reload.	

^[1]Not available to Dark Age warbands.

Bang[‡]; Armour always 1+cover for these wpns.

Boom[‡]; Roll 12d, hit on 3+, ignore cover.

Character[◇]; Not Skirmishers/Hordes. Courage +1. Lucky blows kill char.

Chariots[‡]; Armour =>4. Cannot enter difficult terrain or cross linear.

Cleric[‡]; 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.[†]

Enchanted or Blessed Weapons[‡]; 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.[†]

Exploder[‡]; Activate=5+. 3+ shoot at units<6". (2pt)

Fear[‡]; Courage-1 if opp rolls after fighting. (2pt)

Fearful[‡]; Courage and Rally tests at -1. (-2pt)

Fleet Footed; No loss of move in rough ground.

Flying or Burrowing[‡]; Ignore terrain while mov-

ing, cannot claim cover. (2pt)

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

Hatred[‡]; Gain wild charge against hated species. If have it, auto-pass it against hateds. (1pt)

Holy Men and Banners[¶]; 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[‡]; No rng attacks, no block LOS. (3pt)

Mobile or Faster Schiltron[‡]; Move at half or full rate in Schiltron. Not over rough ground.

Mystical Armour[‡]; Save D6=6 against 1 STR loss.(2pt)

Pavises; Armour 3 for attacks, 4 for shooting.

Ranger[‡]/**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[‡]; May call on off-table units to arrive.

See DR p46.

Undead[‡]; Gain any of FEAR, VENOM, FLYING. Courage becomes 0+. No FEAR effects. Hits round UP instead of DOWN.

Venom[‡]; Each D6=6 does 2 points of damage. (3pt for shoot=3pt, melee=3pt, both=6pt)

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

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

Were[‡]; If take hits, transform on D6=5+ into beasts. (1+?pt)

Wild Charge; Must attack if <attack dist.[†]

◇ 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.