Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	I Rules	
Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
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Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Name	Points	Figures	Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Name	Points		Attack	Move	Shoot	Courage	Armour	Attack Val	Defence Val	Shoot Val	Movemen	Rules	
Bang[‡] ; Armour always 1+cover for these wpns.		Fearful* ; Courage and Rally tests at -1 . (-2_{pt})						Pavises; Armour 3 for attacks, 4 for shooting.					Will not cross obst Gain Evade, Ferocious, Fleet-footed.
Boom[‡] ; Roll 12d, hit on 3+, ignore cover. Character [◊] ; Not Skirmishers/Hordes. Courage +1. Lucky blows kill char.		Fleet Footed; No loss of move in rough ground. Flying or Burrowing [*] ; Ignore terrain while mov- ing, cannot claim cover. (2 _{pt})						 Ranger*/Ferocious; No loss Att/Def in rough ground. No armour bonus for rough ground. Reload; Needs a 10+ activation to reload before 					Were [*] ; If take hits, transform on $D6=5+$ into beasts. $(1+?pt)$
Chariots *; Armour =>4. Cannot enter difficuration or cross linear.		 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. (1_{pt}) 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. (1_{pt}) Invisible*; No rng attacks, no block LOS. (3_{pt}) 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.(2_{pt}) 						 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. 					Wild Charge; Must attack if <attack dist.<sup="">↑ ♦ Extra rules from forum.</attack>
Cleric [*] ; Do not fear units. Use Ench Wpns su	iccess-												† Not when Battered.
fully every time. (4pt if fighting undead else 0p Counter Charge; Roll 7+ to meet charging	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,												‡ Extra rules from WSS77.
nent halfway. [†]	11												¶ Dark age rules in WI331.
Enchanted or Blessed Weapons [*] ; D6 =>6/ game start to gain a re-roll on misses. $(1/2_{pt})$	'5+ at												* Fantastical rules. Hill; Cover if defending down.
Evade; Roll 7+ when charged to make a Ski	rmish												Rough; Figs $1/2$ move. $AV/DV => 5+$. $ARM =>$
targetting charger; may not advance on them. [†] Exploder*; Activate=5+. 3+ shoot at unit (2_{pt})	s<6".												 Lin.Obst; Halt at obst. Cross&continue next turn. Cover; 50% unit behind: ARM+1. > 3" of cover
Fear [*] ; Courage-1 if opp rolls after fighting. (2)													hides.