

General Characteristics of Foot

Movement Allowance (MA):

Good Going: 2BW (+1 if Fast)

Bad/Rough: 1BW (+1 if Fast)

Solid Recoil Mounted and Fast on Equal Result in Close

Solid Recoil Fast on Equal Result in Ranged

Type	Combat Factor (CF) Foot/Mounted/Ranged	Special Abilities	Cost	Suggested Figures and Depth (28mm)
Artillery	+4	Ranged Combat 5BW Shoot only in own Bound Destroy Behemoths & Infernal Machines on More in Ranged Destroyed by all on More in Close Can't enter Rough/Bad except on Road Can't contact opposing Elements Unwieldy after 1 st Bound -2 in Bad in Close	5	Model 40-50mm
Auxilia	+3	Solid: +1 v. Foot -1 in Bad in Close Destroy Behemoths/Great Beasts on More Recoil BW or Base Depth	4	3 Figures Solid 20mm Fast 30mm
Blades	5/3/4	Pursue Foot Solid: Destroy Knights on Equals Give Retinue/Shieldwall -2 in Bad in Close	6	4 Figures Solid 20mm Fast 30mm
Bows	2/4/2	All Bows: Ranged Combat 3BW Solid get Retinue +1 from Blades Warbow/Crossbow: +1 v. Foot in Close & Ranged Destroy Knights on Equals in Close Crossbow: Shoot only in own Bound	4 +1 Warbow	3 Figures Solid 20mm Fast 30mm
Hordes	3/2/3	Pursue all -2 in Bad in Close Unwieldy after 1 st Bound	3	6 Figures Solid 40mm Fast 50mm
Infernal Machines	3/4/3	Ranged 3BW; Shoot all round Destroyed by Art & Behemoths on More otherwise ignore Recoil Result Can't enter Rough/Bad except on Road Can't contact opposing Elements -2 in Bad in Close	5	Model 60mm
Pikes	3/4/3	Pursue option v. Foot Phalanx: +1 v. Behemoths, Skirmishers & Knights; +3 v. Other Foot -2 in Bad in Close	4	4 Figures Solid 20mm
Skirmishers	+2	Treat Bad/Rough as Good for Movement Ignore corner Overlaps from Foot Flee if Doubled v. Behemoths, Aux(S), Blades, Hordes, Pikes & Warband Flee if Doubled in Ranged Destroy Great Beasts/Behemoths on More Recoil BW or Base Depth	3	2 Figures 30mm
Spears	+4	Solid get Shieldwall +1 from Spear/Blade -2 in Bad in Close	6	4 Figures Solid 20mm Fast 30mm
Warband	3/2/3	Solid +1 v. Mounted Warband Mass +1 v. Foot Destroy Blades, Spears & Pikes on More Destroy Aux(S) in Good on More	4	3 Figures Solid 20mm Fast 30mm

General Characteristics of Mounted

Movement Allowance (MA):

Good Going: 4BW (+1 if Fast, -1 Knights or any Beast)

Bad/Rough: 1BW (+1 if Beast except Great)

Solid Recoil Fast on Equal Result.

Type	Combat Factor (CF) Foot/Mounted/Ranged	Special Abilities	Cost	Suggested Figures and Depth (28mm)
Beasts	Pack/Great +3 Behemoth +5/4/5	Destroy all Bows & Beasts(F) on More Great/Behemoth Unwieldy after 1 st Great/Behemoths Destroy Knights, Hordes in Good on More Great Destroy Pike, Spear, Blades & Aux(S) on More Great/Behemoths Flee from Mages, Art & Behemoths Behemoths Destroy Infernal Machines on More Great/Behemoths -2 in Bad in Close	Pack 4 Great 5 Behemoth 6	Pack 3 Great/Behemoth Model 45-50mm
Cavalry	+3	Destroy all Bow & Beasts(F) on More Flee if Doubled in Good v. Art, Pike, Spears and Hordes -2 in Bad in Close	4	3 Figures Solid 45mm Fast 50mm
Knights	+3/4/3	Pursue all except Skirmishers Destroy all Foot in Good & Fast Beasts on More (except Infernal Machines) -2 in Bad in Close	5	3 Figures Solid 45mm Fast 50mm
Light Mounted	+2	Circle Shooting +1 Flee if Doubled in Ranged Flee if Doubled in Good v. Foot except any Bow or Skirmishers Destroy all Bow & Great & Fast Beasts/Behemoths on More -2 in Bad in Close	3	2 Figures Solid 45mm Fast 50mm

General Characteristics of Aerials

MA: 10BW (ignore Terrain can only end move in Rough/Bad except to engage). Recoil: BW or Base Depth.

Can only be engaged by Aerials, Aux, Heroes, Paladins, Mages and any Bow. Unwieldy after 1st Bound.

Type	Combat Factor (CF) Foot/Mounted/Ranged	Special Abilities	Cost	Suggested Figures and Depth
Flyers	Great 5/3/3 Pack +2	Pack: Flee if Doubled in Ranged Recoil BW or Base Depth	Pack 4 Great 6	Pack 2 Great Model 40-50mm
Dragons	+6	Ranged Combat 1BW Destroy Heroes & Paladins on Equals in Close Destroyed by Heroes, Mages & Paladins on More in Close; Flee from all others in Close; and Bow and Art in Ranged Can be summoned with 4 PIPs	15	Model Solid 40-50mm

General Characteristics of Characters

Foot: Movement Allowance (MA):

Good Going: 2BW (+1 if Fast)

Bad/Rough: 1BW (+1 if Fast)

Solid Recoil Mounted and Fast on Equal Result in Close

Mounted: Movement Allowance (MA):

Good Going: 4BW (+1 if Fast)

Bad/Rough: 1BW

Solid Recoil Fast on Equal Result

Aerial Movement Allowance (MA): 10BW

Type	Combat Factor (CF) Foot/Mounted/Ranged	Special Abilities	Cost	Suggested Figures and Depth
Cleric	+4	All -2 in Bad in Close Mounted Destroy any Bow on More -2 to Spells within 2BW; Solid Foot: give & get Shieldwall	8	4 Foot (20-30) 3 Mounted (45-50)
Heroes	+5	Mounted Destroy any Bow on More Destroy Heroes & Dragons on Equals & More Destroy Paladins & Mages on More	15	3-4 Foot (20-30) 3 Mounted (45-50)
Mage	+4	Spell Cast (PIP X2 up to Level; 5BW) Mounted Destroy all Bow on More Destroy Paladins on Equal & More, Heroes on More	8	3-4 Foot (20-30) 3 Mounted (45-50)
Paladin	+6	Mounted Destroy all Bow on More Destroy Mage & Dragons on Equals & More Destroy Heroes on More Destroyed by all in Close; Ignore Recoil in Ranged	3	3-4 Foot (20-30) 3 Mounted (45-50)

