

Vyr-Regnum

Elite units have full plate armour

Elites with hand weapon & Shield	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 55 Silver Pieces											
Human	5/8	2	7	0	0	7	0	2	7	5	11
Orc	5/9	2	7	0	0	7	1	2	7	6	10
Elves	6/8	2	8	0	0	7	-1	2	7	5	11
Dwarves	5/7	2	7	0	0	7	0	2	7	6	11
Lizards	5/8	2	7	0	0	7	0	2	7	5	10

Unit rules:

Shields: 1 combat dice per figure must be rolled for defence.

Shieldwall (shooting): Unit can adopt a shieldwall as a re-action to shooting (+3 target).

Shieldwall (combat): Unit can adopt a shieldwall as a reaction to being charged. Re-roll all failed defence dice, but halve all attack dice (r/down)

You must convert one elite unit above to a leader retinue for 85 silver pieces

Leader: All units with 12" can test morale using this unit morale stat.

Standard: One unit (including this one) within 12" can recover one additional point of fatigue

Gladiator unit (elite) 85 Silver Pieces											
Hand weapon, shield and Lt armour	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Human	6/9	2	7	2	0	6	0	2	6	6	11
Orc	6/10	2	7	2	0	6	1	2	6	7	10
Elves	7/9	2	8	2	0	6	-1	2	6	6	11
Dwarves	6/8	2	7	2	0	6	0	2	6	7	11
Lizards	6/9	2	7	2	0	7	0	2	6	6	10
Dual weapons with Lt armour	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Human	6/9	3	7	0	0	6	0	2	6	6	11
Orc	6/10	3	7	0	0	6	1	2	6	7	10
Elves	7/9	3	8	0	0	6	-1	2	6	6	11
Dwarves	6/8	3	7	0	0	6	0	2	6	7	11
Lizards	6/9	3	7	0	0	7	0	2	6	6	10

Unit rules: Gladiators units have 6 figures and may combine different weapon combinations in the same unit,

They may also contain different races in the same unit. You may only field one Gladiator unit per warband regardless of size.

Units with Light Armour.

Elites with Missile weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
Rangers, 5 figure, 95 Silver Pieces.											
Human	6/9	1(2)	5	0	0	5	0	2	5	6	10
Orc	6/10	1(2)	5	0	0	5	1	2	5	7	9
Elves	7/9	1(2)	6	0	0	5	-1	2	5	6	10
Dwarves	6/8	1(2)	5	0	0	5	0	2	5	7	10
Lizards	6/9	1(2)	5	0	0	6	0	2	5	6	9

Unit rules:

Rangers/Scouts can move (not run) without losing ready status.

Rangers charge reaction: may shooting at the charging unit, unit then uses only one combat dice per figures or drop bows (lose ready status) and draw swords 2 combat dice per figure.

Infiltrate: Unit starts hidden, may be placed on the battlefield at any time as an action, the unit emerges anywhere on the tabletop with the follow restrictions; can not be deployed in the enemy development zone or with line of sight of emeny units (see line of sight rules)

Warriors w and weapon & shield	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 50 Silver Pieces											
Human	6/9	2	6	2	0	5	0	2	7	6	10
Orc	6/10	2	6	2	0	5	1	2	7	7	9
Elves	7/9	2	7	2	0	5	-1	2	7	6	10
Dwarves	6/8	2	6	2	0	5	0	2	7	7	10
Lizards	6/9	2	6	2	0	6	0	2	7	6	9
Units rules: Shiedls and Shieldwall											

Warriors with great weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 50 Silver Pieces											
Human	6/9	2	6	0	2	5	0	2	5	6	10
Orc	6/10	2	6	0	2	5	1	2	5	7	9
Elves	7/9	2	7	0	2	5	-1	2	5	6	10
Dwarves	6/8	2	6	0	2	5	0	2	5	7	10
Lizards	6/9	2	6	0	2	6	0	2	5	6	9

Warriors with Missile weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 Figures, 85 Silver Pieces											
Human	6/9	1	5	0	0	4	0	2	5	6	10
Orc	6/10	1	5	0	0	4	1	2	5	7	9
Elves	7/9	1	6	0	0	4	-1	2	5	6	10
Dwarves	6/8	1	5	0	0	4	0	2	5	7	10
Lizards	6/9	1	5	0	0	5	0	2	5	6	9

Barbarians with Dual Weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 40 Silver Pieces											
Human	6/9	3	5	0	0	4	0	2	5	6	10
Orc	6/10	3	5	0	0	4	1	2	5	7	9
Elves	7/9	3	6	0	0	4	-1	2	5	6	10
Dwarves	6/8	3	5	0	0	4	0	2	5	7	10
Lizards	6/9	3	5	0	0	5	0	2	5	6	9

Unit Rules

Impetus: Unit adds +1 attack skill and +1 strength when charging or counter-charging.

You may only have one unit per warband.

Barbarians with Great weapons	Mv	CD	AS	DB	Str	Arm	MR	HP	Tg	F	Morale
6 figures, 40 Silver Pieces											
Human	6/9	2	5	0	2	5	0	2	5	6	10
Orc	6/10	2	5	0	2	5	1	2	5	7	9
Elves	7/9	2	6	0	2	5	-1	2	5	6	10
Dwarves	6/8	2	5	0	2	5	0	2	5	7	10
Lizards	6/9	2	5	0	2	6	0	2	5	6	9

Unit rules:

You may only have one unit per warband.

Cerebus

Earth Elemental