

IRREGULAR WARS

UNIT CAPABILITIES CHART

ARCHAIC MISSILES	<ul style="list-style-type: none"> • CAN FIRE DURING RAIN @ -1 • DO NOT NEED TO RELOAD
BOLAS	<ul style="list-style-type: none"> • CAN FIRE DURING RAIN @ -1 • DO NOT NEED TO RELOAD • +1 VS MOUNTED WHEN SHOOTING
CARACOLE	<ul style="list-style-type: none"> • DO NOT NEED TO RELOAD
DRAGOONS	<ul style="list-style-type: none"> • TREAT AS HORSE DURING SHOT AND ACTION • TREAT AS FOOTE DURING MELEE
ELUSIVE	<ul style="list-style-type: none"> • SPOTTED @ 2U OR LESS
EXOTIC MOUNTS	<ul style="list-style-type: none"> • +4 VS ANY HORSE NOT EXOTIC
GRENADES	<ul style="list-style-type: none"> • -1 RESOLVE IF DIE ROLL OF 1 WHEN FIRING
LONG SPEARS	<ul style="list-style-type: none"> • +2 AGAINST HORSE TO FRONT
LOOSE	<ul style="list-style-type: none"> • CAN RELOAD AND CHANGE FACING DURING SAME ACTION PHASE • NO COST TO TURN 90 OR 180 DEGREES DURING CONTROLLED ACTION EXCEPT TO DISENGAGE FROM MELEE
NATIVES	<ul style="list-style-type: none"> • UNITS SHOOTING AT GET +1 • -1 IMMEDIATE LOSS IN RESOLVE WHEN CHARGED BY HORSE FOR THE FIRST TIME
PIKES	<ul style="list-style-type: none"> • +5 AGAINST HORSE TO FRONT • NO ENEMY CHARGE BONUS WHEN ATTACKED
POLE ARMS	<ul style="list-style-type: none"> • +1 AGAINST HORSE TO FRONT • +1 AGAINST PIKES
RELIABLE	<ul style="list-style-type: none"> • +1 WHEN ROLLING FOR IMPETUOUS ACTIONS
SAVAGE	<ul style="list-style-type: none"> • OPPONENTS SUFFER IMMEDIATE -1 RESOLVE WHEN CHARGED FOR FIRST TIME
TARGETEERS	<ul style="list-style-type: none"> • +3 AGAINST PIKE
UNRELIABLE	<ul style="list-style-type: none"> • -1 WHEN ROLLING FOR IMPETUOUS ACTIONS
WILD	<ul style="list-style-type: none"> • NO PENALTIES FOR MOVEMENT OR MELEE IN BAD TERRAIN

SHOOTING SUMMARY CHART

ARCHAIC MISSILES	<ul style="list-style-type: none"> • CAN FIRE DURING RAIN @ -1 • DO NOT NEED TO RELOAD
BOLAS	<ul style="list-style-type: none"> • CAN FIRE DURING RAIN @ -1 • DO NOT NEED TO RELOAD • +1 VS MOUNTED
CARACOLE	<ul style="list-style-type: none"> • DO NOT NEED TO RELOAD
DRAGOONS	<ul style="list-style-type: none"> • FIRE AS HORSE
GRENADES	<ul style="list-style-type: none"> • -1 RESOLVE IF DIE ROLL OF 1 WHEN FIRING
LOOSE	<ul style="list-style-type: none"> • CAN RELOAD AND CHANGE FACING IN SAME ACTION PHASE
ALL SHOT	<ul style="list-style-type: none"> • +1 AGAINST NATIVES

MELEE SUMMARY CHART

DRAGOONS	<ul style="list-style-type: none"> • FIGHT AS FOOTE
EXOTIC MOUNTS	<ul style="list-style-type: none"> • +4 AGAINST ANY HORSE NON-EXOTIC
LONG SPEARS	<ul style="list-style-type: none"> • +2 AGAINST HORSE TO FRONT
PIKES	<ul style="list-style-type: none"> • +5 AGAINST HORSE TO FRONT • NEGATES ENEMY CHARGE BONUS
POLE ARMS	<ul style="list-style-type: none"> • +1 AGAINST HORSE TO FRONT • +1 AGAINST PIKES
TARGETEERS	<ul style="list-style-type: none"> • +3 AGAINST PIKE