

IRREGULAR WARS

DETERMINING CHARACTERISTICS

LORD

Pct Die Roll	Experience	Inspiration	Heroism	Luck	Dash/Rash	Religion
75+	Experienced - Army: +1 Initiative	Inspiring - Army: +1 Rally	Heroic - Coy: +1 Melee	Lucky - Army: 1x Re-Roll	Dashing - Coy: 1x +2U Move	Devout - Army: Free Pious Coy
25-74	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
24 -	Inexperienced Lord Army: -1 Initiative	Uninspiring Lord Army: -1 Rally	Cowardly Lord Coy: -1 Resolve	No Effect	Rash Lord Coy: Killed D6 1-2	No Effect

STAFF

Pct Die Roll	Capabilities	Physician	Master Gunner	Quartermaster	Comrades In Arms/Mixed Signals	Soothsayer
75+	Skilled	+1 Disease & Mishaps	+1 Ordinance To Hit	+1 Disease & Mishaps	+1u Command Radius	For One Turn Seize Initiative*
25-74	Average	No Effect	No Effect	No Effect	No Effect	No Effect
24-	Incompetent	-1 Disease & Mishaps	-1 Ordinance To Hit	-1 Disease & Mishaps	One Turn All Coys Impetuous*	No Effect

* Roll For Each Turn If Possible – If “Yes” May Use. Can Only Be Used Once Per Game

ARMY

Yes/No Die Roll	Enterprising Captain	Superstitious Foe	Mouthpiece of God	Well Laid Plans	Ill Chosen Bedfellows	Miraculous Cure	Low Powder
Yes	One Coy Always in Command	+2 Pious Coy to Curse*	+1 Pious Coy Rally Another	All Coys In Command For One Phase	One Healthy Coy Now Diseased	One Diseased Coy +1 Resolve	Shooting Coy w/ DR 1
Maybe	xxx	xxx	xxx	xxx	xxx	xxx	xxx
No	xxx	xxx	xxx	xxx	xxx	xxx	xxx