

Name	Road	Good	Bad	vs (F)	vs other	Equal	Less	Doubled	More (QK)
Aerial Hero Ahr (A) 6AP	1200p	1200p	1200p	+5	+5	D if CC with Hr or Ahr and final score is odd	E by Mg, D by Ahr, Hr, Pa or Art. F vs Str else R	D	Ahr, Hr, Dr, Mg, Pa, Kn/Ri (BG), Lk (Q), Sn (F)
Airboat Ab (A) 3AP	500p	500p	500p	+5	+3	Draw	F vs Mg else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Artillery Art (F) 3AP	300p	200p	-	+4	+4	Draw	D in CC	D	Ahr, Hr, Str, Kn (1st CC or BG), Ri (BG), Pa (CC), Dr/Lk (Q), Bh/Sn (F)
Beasts ^o Bs (M) 2AP	400p	400p	400p	+3	+4	Draw	D by (M) in CC else R	D	Bs, Pa, Sh (CC), Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Behemoth [*] Bh (M) 4AP	400p	300p	200p	+4	+5	Draw	F vs Mg, Dr or Art else R	D	Bs, Kn, Wb, Pa, Sh (CC), Ri (BG), Dr/Lk (Q), Sn (F)
Blades Bd (F) 2AP	400p	200p	200p	+5	+3	Draw	D by Wb else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Cleric Cl (F) 3AP	400p	200p	200p	+4	+4	Draw	D by Kn in GG, or by Wb else R	D	Pa, Kn/Ri (BG), Dr/Lk/Gd (Q), Sn (F)
Dragon [^] Dr (A) 4AP	1200p	1200p	1200p	+6	+6	Draw	D by Ahr, Hr or Pa else Q	D	Mg, Pa, Kn/Ri (BG), Dr/Lk (Q), Bh/Sn (F)
Fliers Fl (A) 2AP	1200p	1200p	1200p	+2	+2	Draw	F vs Mg, else R	D by Hr, Mg, (A) or Sh else Flee	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
God [^] Gd (A) 4AP	1200p	1200p	1200p	+6	+6	Draw	Q vs Gd, Mg, Cl	D	Mg, Pa, Kn/Ri (BG), Dr/Lk/Gd (Q), Sn (F)
Hero Hr (M) 4AP	500p	500p	200p	+5	+5	D if CC with Hr or Ahr and final score is odd	E by Mg, D by Ahr, Hr, Pa or Art. F vs Str else R	D	Bs, Dr, Mg, Pa, Sh (CC), Kn/Ri (BG), Lk (Q), Sn (F)
Hordes HD (F) 1AP	400p	200p	200p	+2	+2	Draw	D by Kn in GG or Wb, else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Knights [*] Kn (M) 2AP	400p	300p	200p	+3	+4	Draw	D by Bh, or by Mg, Sh or Art in 1st CC, or in BG, else R	D	Bs, Pa, Sh (CC), Cl/ Hd/ Wb (GG), Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Lurkers ^o Lk (F) 1AP	400p	200p	200p	+2	+2	Draw	Q	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Magician Mg (F) 4AP	500p	500p	200p	+4	+4	D if CC with Pa and final score is odd	E by Mg, D by Ahr, Hr, Pa, Dr or Gd, else R	D	Hr/Mg (E), Kn (1st CC or BG), Pa (CC), Ri (BG), Bh/Fl/Sn (F), Dr/Lk/Gd (Q)
Paladin [^] Pa (M) 4AP	500p	500p	200p	+6	+6	D if CC with Mg and final score is odd	D in CC	D	Bs, Pa, Dr, Mg, Hr, Sh (CC), Kn/Ri (BG), Lk (Q), Sn (F)
Riders Rd (M) 2AP	500p	500p	200p	+3	+3	Draw	D in BG else R	D	Bs, Pa, Sh (CC), Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Shooters ^o Sh (F) 2AP	400p	200p	200p	+3	+4	Draw	D by (M) in CC else R	D	Kn (1st CC or BG), Pa (CC), Ri (BG), Dr/Lk (Q), Sn (F)
Sneakers [^] Sn (F) 3AP	400p	300p	300p	+5	+3	Draw	F	D	General, other safe
Spears Sp (F) 2AP	400p	200p	200p	+4	+4	Draw	D by Kn in GG or Wb, else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Stronghold Str	-	-	-	+6	+6	Draw	D by any but (A)	D	Pa, Dr/Lk (Q), Hr/Ahr/Sn (F)
Warband ^o Wb (F) 2AP	400p	300p	300p	+3	+3	Draw	D by Bh, or Kn in GG, else R	D	Bd, Cl, Pa, Hd, Kn/Ri (BG), Dr/Lk (Q), Sn (F)

*: follows up in CC, ^: not general, °: no malus in BG, (M): Mounted, (F): Foot, (A): Aerial, D: Destroyed, CC: Close Combat, E: Ensnorced, R: Recoil, GG: Good Going, BG: Bad Going, F: Flee 600p, Q: Quit Battle

Name	Road	Good	Bad	vs (F)	vs other	Equal	Less	Doubled	More (QK)
Aerial Hero Ahr (A) 6AP	1200p	1200p	1200p	+5	+5	D if CC with Hr or Ahr and final score is odd	E by Mg, D by Ahr, Hr, Pa or Art. F vs Str else R	D	Ahr, Hr, Dr, Mg, Pa, Kn/Ri (BG), Lk (Q), Sn (F)
Airboat Ab (A) 3AP	500p	500p	500p	+5	+3	Draw	F vs Mg else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Artillery Art (F) 3AP	300p	200p	-	+4	+4	Draw	D in CC	D	Ahr, Hr, Str, Kn (1st CC or BG), Ri (BG), Pa (CC), Dr/Lk (Q), Bh/Sn (F)
Beasts ^o Bs (M) 2AP	400p	400p	400p	+3	+4	Draw	D by (M) in CC else R	D	Bs, Pa, Sh (CC), Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Behemoth [*] Bh (M) 4AP	400p	300p	200p	+4	+5	Draw	F vs Mg, Dr or Art else R	D	Bs, Kn, Wb, Pa, Sh (CC), Ri (BG), Dr/Lk (Q), Sn (F)
Blades Bd (F) 2AP	400p	200p	200p	+5	+3	Draw	D by Wb else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Cleric Cl (F) 3AP	400p	200p	200p	+4	+4	Draw	D by Kn in GG, or by Wb else R	D	Pa, Kn/Ri (BG), Dr/Lk/Gd (Q), Sn (F)
Dragon [^] Dr (A) 4AP	1200p	1200p	1200p	+6	+6	Draw	D by Ahr, Hr or Pa else Q	D	Mg, Pa, Kn/Ri (BG), Dr/Lk (Q), Bh/Sn (F)
Fliers Fl (A) 2AP	1200p	1200p	1200p	+2	+2	Draw	F vs Mg, else R	D by Hr, Mg, (A) or Sh else Flee	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
God [^] Gd (A) 4AP	1200p	1200p	1200p	+6	+6	Draw	Q vs Gd, Mg, Cl	D	Mg, Pa, Kn/Ri (BG), Dr/Lk/Gd (Q), Sn (F)
Hero Hr (M) 4AP	500p	500p	200p	+5	+5	D if CC with Hr or Ahr and final score is odd	E by Mg, D by Ahr, Hr, Pa or Art. F vs Str else R	D	Bs, Dr, Mg, Pa, Sh (CC), Kn/Ri (BG), Lk (Q), Sn (F)
Hordes HD (F) 1AP	400p	200p	200p	+2	+2	Draw	D by Kn in GG or Wb, else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Knights [*] Kn (M) 2AP	400p	300p	200p	+3	+4	Draw	D by Bh, or by Mg, Sh or Art in 1st CC, or in BG, else R	D	Bs, Pa, Sh (CC), Cl/ Hd/ Wb (GG), Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Lurkers ^o Lk (F) 1AP	400p	200p	200p	+2	+2	Draw	Q	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Magician Mg (F) 4AP	500p	500p	200p	+4	+4	D if CC with Pa and final score is odd	E by Mg, D by Ahr, Hr, Pa, Dr or Gd, else R	D	Hr/Mg (E), Kn (1st CC or BG), Pa (CC), Ri (BG), Bh/Fl/Sn (F), Dr/Lk/Gd (Q)
Paladin [^] Pa (M) 4AP	500p	500p	200p	+6	+6	D if CC with Mg and final score is odd	D in CC	D	Bs, Pa, Dr, Mg, Hr, Sh (CC), Kn/Ri (BG), Lk (Q), Sn (F)
Riders Rd (M) 2AP	500p	500p	200p	+3	+3	Draw	D in BG else R	D	Bs, Pa, Sh (CC), Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Shooters ^o Sh (F) 2AP	400p	200p	200p	+3	+4	Draw	D by (M) in CC else R	D	Kn (1st CC or BG), Pa (CC), Ri (BG), Dr/Lk (Q), Sn (F)
Sneakers [^] Sn (F) 3AP	400p	300p	300p	+5	+3	Draw	F	D	General, other safe
Spears Sp (F) 2AP	400p	200p	200p	+4	+4	Draw	D by Kn in GG or Wb, else R	D	Pa, Kn/Ri (BG), Dr/Lk (Q), Sn (F)
Stronghold Str	-	-	-	+6	+6	Draw	D by any but (A)	D	Pa, Dr/Lk (Q), Hr/Ahr/Sn (F)
Warband ^o Wb (F) 2AP	400p	300p	300p	+3	+3	Draw	D by Bh, or Kn in GG, else R	D	Bd, Cl, Pa, Hd, Kn/Ri (BG), Dr/Lk (Q), Sn (F)

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