

# No Quarter : Regency Summary Sheet

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Captain Of The Guard	10	5	6	5	6	2	8	Extra Attack (x2), Parry	5

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Captain in Armour	10	4	7	5	5	2	7		4

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Sergeant At Arms	10	5	6	5	5	1	7		3

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Battle Standard Bearer	10	5	6	5	5	1	7	Battle Standard	3

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Knights Of The Cloth	10	2	6	5	5	1	8	Dodge	3+1

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Sergeant At Arms	10	5	6	5	5	1	7		3
Swordsmen	8	2	5	4	5	1	6		3+1
Standard Bearer	8	2	5	4	5	1	6	Standard Bearer	3
Musician	8	2	5	4	5	1	6	Musician	3

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Broadwords	8	2	5	4	5	1	6		3

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Fusiliers	12	6	5	4	5	1	7	Sure Shot	-

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Musket Regiment	8	5	4	4	4	1	6		-

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Crossbowmen	8	5	4	4	5	1	6		2

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Sword	4	Close Combat			6	-	-2		80

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Broadsword	4	Close Combat			7	-	-3		68

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Sword	4	Close Combat			6	-	-2		47

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Sword	4	Close Combat			6	-	-2		59

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Sword	4	Close Combat			6	-	-2		51

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Sword	4	Close Combat			6	-	-2		47
Sword	4	Close Combat			5	-	-1		29

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Broadsword	4	Close Combat			6	-	-2		33

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Long Rifle	6	12/+1	24/+0	36/-1	6	-2	-4		63

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Musket	6	8/+1	16/+0	24/-1	5	-1	-2		26

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Crossbow	5	8/+1	16/+0	24/-1	5	-	-1		28