

No Quarter : Regency Support Sheet

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
Crew	8	6	5	4	4	1	6		-

T	W
6	4
6	4
6	3
6	4
6	3
7	5

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Steam Tank	10	6	5	6	7	4	8	Steadfast, Mechanical, Overrun, Large Model	6

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Nomad Steam Strider	10	2	6	6	6	4	7	Extra Attack (x2), Armour Echo, Steadfast, Mechanical, Large Model	7

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
Hand Weapon	3	Close Combat			4	-	-		27

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Cannon	8	15/+1	30/+0	45/-1	7	-2	-5	Indirect Fire, 2" Blast, Knock Prone	28
Volley Gun	8	10/+1	20/+0	30/-1	7	-1	-4	Burst Fire (x4)	35
Mortar	7	12/+1	24/+0	36/-1	6	-	-2	Indirect Fire, 3" Blast, Knock Prone	29
Siege Catapult	8	15/+1	30/+0	45/-1	7	-	-3	Indirect Fire, 2" Blast, Extra Wound, Knock Prone	43
Ballista	7	15/+1	30/+0	45/-1	7	-1	-4	Projectile Travel (D10")	17
Trebuchet	9	20/+0	40/+1	60/+0	8	-2	-6	Indirect, 2" Blast, Extra Wound, Knock Prone	59

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Cannon	8	15/+1	30/+0	45/-1	7	-2	-5	Indirect Fire, 2" Blast, Knock Prone	154

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Sword	4	Close Combat			7	-	-3		120
Shield	3	Close Combat			6	-	-2		