

# No Quarter : Regency Army Summary Sheet

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Sir Edmund	12	4	7	5	6	3	8	Extra Attack (x2), Unerring, Unwavering, Resilience (+1)	4+1

Unit Name	AC	RA	CC	ST	T	W	CO	Ability	AR
Sir Gwain The Retired	12	4	7	5	5	2	8	Extra Attack (x2), Inspiring, Aged	4+1

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
Broadswords	8	2	5	4	5	1	6		3

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

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		138

Weapon	UC	CR	MR	LR	ST	PM	TAM	Special Rules	Pts
Sword	4		Close Combat		6	-	-2		86

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
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

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