

Warlord Chronicle Table					
Stage	SP	Starting Ratings Maximums			Board Size
Upstart	500	Warlord: 5	Champion: 4	Warrior: 3	2'x2'
Blooded	750	Warlord: 6	Champion: 5	Warrior: 4	3'x3'
Legend	1000	Warlord: 7	Champion: 6	Warrior: 5	4'x4'
Campaign Ratings Maximums are as the Legend Stage					
All Starting Trait Slots:		Warlord: 3	Champion: 2	Warrior: 1	

Warband Organization Table		Ratings Silver Piece Cost			
		Rating	CBT	CMD	CON
Model Type	Number	7	30	24	26
Warlord	1	6	22	18	19
Champion	0-2	5	15	12	13
Warrior	2+	4	10	8	8
Minimum in Warband = 3		3	6	4	4
Maximum in Warband = 15		2	3	2	2
		1	1	1	1

ARCHETYPE	FEATURE
<i>Battle Sage</i>	This Warlord's Maximum Starting Traits number and Campaign Maximum Traits number are increased by +1 point each.
<i>Chosen One</i>	This Warlord may have up to 2 Traits from the same Cascade Trait list.
<i>Cunning Barbarian</i>	This Warlord adds its CON/2 Rating number of Action Tokens to its Tactical Pool in every Orders Phase unless it is Wounded.
<i>Eldritch Master</i>	This Warlord and models on its Warband gain a +1 CMD Rating bonus to any Power Checks they make while this Warlord is not Wounded.
<i>Far Traveler</i>	This Warlord may buy a single Trait from one of the two remaining Trait Lists that are not allowed for its Origin Type.
<i>Fearsome Adversary</i>	When an enemy Warband makes its Rout Checks, it adds +1 Wounded model to the opposed Check number unless this Warlord is Wounded.
<i>Grizzled Veteran</i>	In addition to this Warlord, the Warband must have 2+ Champions and may have 0-3 Warriors. This Warband's Maximum Total Models is 10. This Warband may not have Hiredlings.
<i>Mercenary Captain</i>	The Maximum number of Hiredlings allowed on this Warlord's Warband is equal to its CMD Rating +3 models. Hiredlings in its Muster count toward the 2+ Warrior model requirement.
<i>Outland Marauder</i>	Whenever this model is Wounded, if the result of the Damage Check made against this model is a tie with this model's Resistance Check result, then the Wounded result becomes a Shocked result instead.
<i>Promised Messiah</i>	In addition to this Warlord, the Warband must have 2+ Warriors and may have 0-1 Champion. The Warband's Maximum Total Models is 20.
<i>Relentless Crusader</i>	While this Warlord is not Wounded, its Warband's Rout Check Threshold is 50%+. Against a Rival Warband its Rout Check Threshold is 75%+.
<i>Vengeful Revenant</i>	This Warlord adds +1d10 to its Trauma Check die roll, and chooses which result to use for the Trauma Check final result.

FACTION STRONGHOLD TABLE							
Stronghold Type	Fighting Company	Guilders	Lords of Entropy	March Wardens	Regency	Reliquarians	Wold Walkers
Maritime	Y	Y	Y	N	Y	Y	N
Mercantile	Y	Y	N	N	Y	N	N
Mercenary	Y	Y	Y	Y	N	N	Y
Military	Y	N	N	Y	Y	N	Y
Monastic	N	N	Y	Y	N	Y	Y
Municipal	N	Y	N	Y	Y	Y	N
Mystical	N	N	Y	N	N	Y	Y

Stronghold Type	Stronghold Feature
<i>Maritime</i>	Girl in Every Port: Models in this Warband may purchase 0-1 Trait from any other Faction Trait list. This may be done when first hired or, if during a Campaign, at anytime thereafter.
<i>Mercantile</i>	Merchant Prince: When first hired, this Warband may include 0-2 pieces of Scarce Gear instead of the usual 0-1. In Campaign games this Warband adds +1d10 to its Checks for Scarce items.
<i>Mercenary</i>	Glory Hounds: This Warband may have 0-3 Champion models instead of the usual 0-2.
<i>Military</i>	War College: If the Warlord of this Warband is unable to make a Rout or Strategy Check, then any friendly Ready Champion model may do so as if it were the Warlord, but using its own CMD Rating for the Check.
<i>Monastic</i>	Second Sight: A Warband from this Stronghold starts each Game with a free Break Token to use Once per Game.
<i>Municipal</i>	Pulling Strings: When this Warband's Warlord is making the Strategy Check to determine Adventure, it rolls 2d10 and uses the highest result.
<i>Mystical</i>	Signs & Portents: Once per Game this Warband's Player may declare one of his model's Actions Unbreakable.

Origin Type	
Human	Wound Threshold 5+
<i>Background</i>	Choose one and place in parenthesis after 'Human'.
Athletic	This model's Background Rating is Combat. Its Starting Maximum CBT Rating is one point higher than is normal for its Model Type.
Imperious	This model's Background Rating is Command. Its Starting Maximum CMD Rating is one point higher than is normal for its Model Type.
Tough	This model's Background Rating is Constitution. Its Starting Maximum CON Rating is one point higher than is normal for its Model Type.
<i>Apprenticeship</i>	When first hired, this model may buy a single Stackable Trait at up to a +2 bonus level by paying the EXP amount as SP added to the SP of the +1 level. This does not apply to new Stackable Traits later purchased during a Campaign. On the Muster entry write Apprenticeship and then the chosen Stackable Trait in parenthesis with the bonus listed after. For example, Apprenticeship (Man-at-Arms)+2.
Demi-Human	Wound Threshold 6+
<i>Bloodline</i>	Choose one and place in parenthesis after 'Demi-Human'.
Feral	This model's Close combat Weapon Base Damage is increased by +1 point. This model is Immune (Panic from Outnumbered). When Charging this model's Weapon Reach is increased by +1 point.
Graceful	This model's base Move is 8". When moving within Difficult Ground this model's Move is 4". If this model receives a CBT/2 penalty, it rounds fractions up instead of down.
Stout	This model is Immune (Fatigue, Heavy, Poison). This model's Wound Threshold is 7+. Any +4" bonus to this model's Move is reduced to +2" instead.
<i>Militia</i>	When first hired this model may purchase 0-1 Martial Trait.
Supernatural	Wound Threshold 6+
<i>Caste</i>	Choose one from the list below and place it in parenthesis after 'Supernatural'. A Warband may not have more than a combined total of 3 models with the Avatar or Mystic Caste.*
0-3 Avatar*	This model has a Wound Threshold of 7+ and is Immune (Panic).
0-3 Mystic*	This model bends mystical energy around itself which confuses its enemies and inhibits their attacks. This model may use its CMD/2 number of dice when making any Defense Checks.
Soldier	If this model receives a CON/2 penalty, it rounds fractions up instead of down. This model Recovers at the end of the Turn in which it was Shocked.
<i>No Mortal Coil</i>	This model is Immune (Fatigue, Gas, Poison).

TRAITS TABLE							
Core	SP/EXP	Martial	SP/EXP	Inborn	SP/EXP	Arcanum	SP/EXP
Brawler	10/10/10	Acrobatics	10	Brute	25	Eidolon	30
Knife-Fighter	10/10/10	Combat Reflexes	5/5/5	By the Ancestors	20	Exalted	35
Man-at-Arms	5/10/10	Determination	5	Fortitude	10/10/10	Golem	40
Marksman	5/10/10	Drilled	25	Living Weapon	10/10/10	Horrible Stench	35
Myrmidon	15	<i>Exploit</i>	<i>Varies</i>	Keen Senses	5	Mystic Shroud	15
Rapid Reload	5	Hack & Slash	15	<i>Monstrous</i>	<i>Varies</i>	Possessed	10**
Stubborn	10	Hawkeye	25	More Than Human	5	Resilience	30
Two Weapon Fighting	10	Press the Attack	10	Old Soldier	25	<i>Undead</i>	<i>Varies</i>
Valor	5/5/5	Sharpshooter	25	Stoneborn	20	Unnatural Strength	30
<i>Vocation</i>	<i>Varies</i>	Shield Bash	10	Strider	10	Unsettling	25/35

**This Trait adds the cost of the Martial or Inborn Trait purchased at the time it is taken.

CASCADE TRAITS TABLE							
<i>Vocation</i>	SP/EXP	<i>Exploit</i>	SP/EXP	<i>Monstrous</i>	SP/EXP	<i>Undead</i>	SP/EXP
Alchemist	10/10/10	Berserk!	15	Abomination	45	Death Lord	100
Arcanist	15/10/10	Critical Strike	15	Aquan	15	Ghoul	25
Fighting Man	10	Hardened	20	Arborean	15	Mummy	85
Pit Fighter	10	Just Won't Die!	20	Big Bastard	85	Vampyre	75
Priest	10/10/10	Mighty Thews	10	Insectoid	15	Wight	25
Ranger	15	Weapon Expert	15	Reptilian	15	Wraith	40

Fighting Company	SP/EXP	Guilders	SP/EXP	Lords of Entropy	SP/EXP	March Wardens	SP/EXP	The Regency	SP/EXP	Reliquarians	SP/EXP	Wold Walkers	SP/EXP
To Victory!	15	Deep Pockets	10	Fanatic!	20	Belay Order	20	Agent in Place	30	Back Stab	5	Go to Ground	5
Warmaster	5/5/5	Highborn	5	Sacrificial Pawn	15	Iron Will	10	Assassin	25	Dirty Bastard	25	Hunter	15
Warmonger	25	Trustworthy Fence	5	Striker	15	Tactician	5	Kingmaker	20	Protective Wards	5/5/5	Infiltrator	25

Weapon Tables				
Type	Common Weapons	Profile	Gear Traits	SP
<i>Close</i>	Bastard Sword	1/C/2	Riposte, Versatile	25
	Bladed War Spear	2/C/2	2-hands, Vicious	18
	Bludgeon	1/C/2	Impact	5
	Cleaver	1/C/2	Vicious	5
	Double-headed Spear	2/C/2	2-hands, Double Strike	10
	Fighting Claw	0/C/1	Quick, Vicious	5
	Flail	1/C/2	Flail, Impact	8
	Great Bludgeon	2/C/3	2-hands, Fatigue, Impact	15
	Great Cleaver	2/C/3	2-hands, Fatigue, Vicious	15
	Great Flail	2/C/3	2-hands, Fatigue, Flail, Impact	18
	Great Spear	2/C/2	2-hands	12
	Great Sword	2/C/3	2-hands	15
	Halberd	2/C/2	2-hands, Entangle	15
	Javelin	1/C/1	Light, Thrown	5
	Knife	0/C/0	Light, Small, Thrown	1
	Pike	3/C/2	2-hands, Unwieldy	12
	Rapier	1/C/1	Quick, Riposte	8
	Saber	1/C/1	Riposte, Vicious	8
	Spear	1/C/1	Thrown, Versatile	10
	Staff	2/C/1	2-hands	2
	Sword	1/C/2	Riposte	5
	Throwing Edge	1/C/1	Light, Small, Thrown	3
	Unarmed Strike	0/C/0	Unarmed	-
<i>Ranged</i>	Bow	15/2/2	2-hands, Silent	10
	Crossbow	12/2/2	2-hands, Piercing, Slow	10
	Heavy Crossbow	18/1/3	2-hands, Piercing, Slow	15
	Long Bow	18/2/3	2-hands, Silent	15
	Net	4/1/0	Entangle	3
	Sling	8/2/1	2-hands, Slow, Small	1
Type	Scarce Weapons	Profile	Gear Traits	SP
<i>Close</i>	Great Reaver	2/C/3	2-hands, Fatigue, Perfect Edge, Scarce	20
	Great Warblade	2/C/3	2-hands, Quick,, Riposte, Scarce	25
	Reaver	1/C/2	Perfect Edge, Scarce	15
	Starmetal Bludgeon	1/C/3	Impact, Scarce, Starmetal	20
	Starmetal Cleaver	1/C/3	Scarce, Starmetal, Vicious	20
	Starmetal Spear	2/C/2	Scarce, Starmetal, Thrown, Versatile	25
	Starmetal Sword	1/C/3	Riposte, Scarce, Starmetal	20
	Warblade	1/C/2	Quick,, Riposte, Scarce	15
<i>Ranged</i>	Clockwork Crossbow	18/1/4	2-hands, Piercing, Scarce	30
	Hand Crossbow	8/2/1	Handy, Scarce, Small	25
	Repeating Crossbow	12/3/2	2-hands, Rapid Fire	20
	War Bow	20/2/3	2-hands, Piercing, Scarce	25

Armor Tables			
Armor Type	Rating	Gear Traits	SP
<i>Common Armor</i>			
Leathers	1	Light, Small	5
Piece Metal Armor	2	Light	10
Half Metal Armor	3		20
Full Metal Armor	4	Heavy	30
Buckler	0	Buckler, Shield	5
Spiked Buckler	0	Buckler, Shield, Vicious	8
Shield	1	Shield	5
Bladed Shield	1	Shield, Vicious	10
Large Shield	2	Heavy, Shield	10
Helmet	0	Helmet, Light	5
Great Helm	1	Helmet, Stifling	10
<i>Scarce Armor</i>			
Piece Starmetal Armor	3	Light, Scarce, Starmetal	25
Half Starmetal Armor	4	Scarce, Starmetal	35
Starmetal Buckler	1	Buckler, Scarce, Shield, Starmetal	20
Starmetal Spiked Buckler	1	Buckler, Scarce, Shield, Starmetal, Vicious	23
Starmetal Shield	2	Scarce, Shield, Starmetal	20
Starmetal Bladed Shield	2	Scarce, Shield, Starmetal, Vicious	25
Starmetal Helmet	1	Helmet, Light, Scarce, Starmetal	20
Starmetal Great Helm	2	Helmet, Scarce, Starmetal, Stifling	25
Wraithmail	3	Etheric, Light, Scarce, Small	35
Warplate	4	Light, Scarce	40
Guardplate	5	Heavy, Scarce	50

Equipment Tables			
	Type	Gear Traits	SP
<i>Common Equipment</i>	Climbing Rig	Light	5
	Extra Rations	Light, Small	5/per
	Impressive Outfit	Light	10
	Lucky Totem	Light, Small	15
	Haversack	Light	2
	Signature Item	Light, Small	10
	Weapon Coat - Piece Metal Armor	Light	+5
	Weapon Coat - Half Metal Armor	Light	+10
	Weapon Coat - Full Metal Armor	Light	+15

Tactical Pool Table										
Warlord CMD	Total Models in Warband									
	3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
7	8	9	10	11	12	13	14	15	16	17
6	7	8	9	10	11	12	13	14	15	16
5	6	7	8	9	10	11	12	13	14	15
4	5	6	7	8	9	10	11	12	13	14
3	4	5	6	7	8	9	10	11	12	13
2	3	4	5	6	7	8	9	10	11	12
1	2	3	4	5	6	7	8	9	10	11

Wounded Warlord Tactical Pool	
Tactical Pool Base Action Tokens	Wounded Warlord Base Action Tokens
16-17	8
14-15	7
12-13	6
10-11	5
8-9	4
6-7	3
4-5	2
2-3	1