

<p style="text-align: center;"><u>2 - 3:</u></p> <p>+1 ATTACK PER MODEL +1 ARMOUR</p>	<p style="text-align: center;"><u>4 - 6:</u></p> <p>+1 ATTACK PER MODEL +1 ARMOUR +1 DEFENCE DIE (UNIT)</p>	<p style="text-align: center;"><u>7 - 9:</u></p> <p>+1 ATTACK PER MODEL +1 ARMOUR +1 DEFENCE DIE (UNIT) +2 ATTACKS (UNIT)</p>
<p style="text-align: center;"><u>10 - 11:</u></p> <p>+1 ATTACK PER MODEL +1 ARMOUR +3 DEFENCE DIE (UNIT) +2 ATTACKS (UNIT)</p>	<p style="text-align: center;"><u>12 - 13:</u></p> <p>+1 ATTACK PER MODEL +1 ARMOUR +3 DEFENCE DIE (UNIT) +4 ATTACKS (UNIT)</p>	<p style="text-align: center;"><u>14 - 15:</u></p> <p>+1 ATTACK PER MODEL +1 ARMOUR +3 DEFENCE DIE (UNIT) +4 ATTACKS (UNIT) ALL FATIGUE MARKERS ARE DISCARDED 1ST FATIGUE THIS ROUND IS IGNORED</p>
<p style="text-align: center;"><u>16:</u></p> <p>+1 ATTACK PER MODEL +2 ARMOUR +3 DEFENCE DICE (UNIT) +4 ATTACKS (UNIT) ALL FATIGUE MARKERS ARE DISCARDED 1ST FATIGUE THIS ROUND IS IGNORED RE-ROLL FAILED ATTACK AND DEFENCE ROLLS</p>	<p style="text-align: center;"><u>17 - 18:</u></p> <p>NO ACTIONS THIS TURN FROM THE BEGINNING OF THE NEXT TURN THEY ARE PART OF YOUR OPPONENTS WARBAND</p>	<p style="text-align: center;"><u>1:</u></p> <p>NO EFFECT</p>