

ASSASSINS AND GEOMPLARS QUICK REFERENCE SHEET

GEOMPLARS

TITLE		PROWESS	ATTACKS	HEALTH
BROTHER KNIGHT		3	3	3
SKILLS SKILL'D AT ARMS BATTLE FURY FANATIC POWERFUL CHARGE EQUESTRIAN	WEAPONS HAND WEAPON OR SPEAR LANCE (IF MOUNTED) SHIELD	COMMAND 6 (9 WHEN MOUNTED)		
		SAVE VALUE 3+		

TITLE		PROWESS	ATTACKS	HEALTH
BROTHER SERJEANTS		2	2	2
SKILLS SKILL'D AT ARMS BATTLE FURY FANATIC POWERFUL CHARGE EQUESTRIAN	WEAPONS HAND WEAPON OR SPEAR LANCE (IF MOUNTED) SHIELD	COMMAND 4 (6 WHEN MOUNTED)		
		SAVE VALUE 3+		

TITLE	ROLE	WEAPON/ EQUIPMENT	TRAITS	SAVE VALUE
TURCOPOLE	SHOOTIST/FIGHTER HYBRID	LANCE*/SPEAR* BOW SHIELD* NAGS	EQUESTRIAN EQUITES MILITE SUPPORT* FEND	4+
CHRISTIAN SPEARMAN	FIGHTER	SPEAR SHIELD	SUPPORT FEND	4+
CHRISTIAN CROSSBOW	SHOOTIST	CROSSBOW HAND WEAPON*	-	5+
CHAPLAIN	FIGHTER	HAND WEAPON	INSPIRING PRESENCE HEALER UNSKILLED BATTLE FURY FANATIC	3+

TITLE	ROLE	WEAPON/ EQUIPMENT	TRAITS	SAVES ON	MELEE INITIAL ROLL
AMBUSER	FIGHTER	IMPROVISED WEAPON	UNSKILLED, NIMBLE THREE'S A CROWD MOB HANDED	6+	5+

**Must be Arm'd for Combat before using.*

ASSASINS

TITLE		PROWESS	ATTACKS	HEALTH
FIDAI'S SHAYKH		3	3	3
SKILLS SKILL'D AT ARMS TRAINED ASSASSIN HUJUM FANATIC	WEAPONS HAND WEAPON BOW LANCE (IF MOUNTED) DAGGER	COMMAND 6 (9 WHEN MOUNTED)		
		SAVE VALUE 4+		

TITLE		PROWESS	ATTACKS	HEALTH
FIDAI'S		2	2	2
SKILLS SKILL'D AT ARMS TRAINED ASSASSIN HUJUM FANATIC	WEAPONS HAND WEAPON BOW LANCE (IF MOUNTED) DAGGER	COMMAND 4 (6 WHEN MOUNTED)		
		SAVE VALUE 4+		

TITLE	ROLE	WEAPON/ EQUIPMENT	TRAITS	SAVE VALUE
FIDAI'S NOVICE	FIGHTER	HAND WEAPON	SKILL'D AT ARMS HUJUM POISONED BLADE	4+
CULTIST	FIGHTER	SPEAR & SHIELD	FEND SUPPORT	4+
	SHOOTIST	BOW	EQUITES MILITE	5+
IMAM	FIGHTER	IMPROVISED WEAPON	INSPIRING PRESENCE HEALER UNSKILLED FANATIC	4+

Shooting Table

WEAPON	SHORT RANGE Score to hit: 5+	LONG RANGE Score to hit: 6+	SPECIAL RULES
Bow	12"	Up to 24"	Move and Shoot: Characters may move half their move rate and shoot once, or shoot twice when stationary.
Crossbow	9"	Up to 18"	Armour penetrating: Save-roll dice-modifier of -1, if the target's Save Value is 4+ or better. One shot: May only shoot once per turn, and only if the shooter has not moved. Rested shot: +1 to hit when Shooting out from inside a building, or from behind any wall, fence, or other piece of terrain of an appropriate height.
Mounted Bow	9"	Up to 18"	Move and Shoot: Characters may move half their move rate and shoot once, or shoot twice when stationary.

Melee Table

Pre-Fight	Defender may choose to Fend. Shootists may choose to Evade.	
Dice	Attacker and Defender roll 1D6 for each attack Attribute, + 1D6 if Supported.	
	Standard to Hit	Unskilled
First Round	4+	5+
Second Round	5+	6+
Third Round	5+ May not use Skill'd at Arms	6+