

Lancer

HP	10
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— Lance — — Short Sword —

Move	Attack	DMG	Attack	DMG
5*	2D+2	H+1	2D+1	L

TN/ Shield	DR
10	-1

———— *Melee* ————

Horse

Move	Ride	Attack	DMG	TN	DR
9	7	3D	H	9	

#1

mount

#2

mount

-2 Atk
-1 TN
-1 Move
(-2 Move)

-1 Atk
(-1 Move)

Charge. If a Lancer moves straight at least 4MP to engage a PC, he gains +H DMG modifier and PENETRATION(1) for the first attack (in addition to the standard +1 modifier for a mounted attacker)

Long Weapon. An Engaged Lancer suffers a -3 modifier against an Engaged target (in addition to the standard +1 modifier for a mounted attacker)

Rider	(1-4)
Mount	(5-6)

*When Dismounted

Lance (mounted only),
Short Sword (dismounted)
Leather Armor

Lancers are suggested for the following Enemies:

Enemy Warband: replace a Mounted Swordsman with a Lancer
Mounted Raiders: replace a Mounted Swordsman or a Mounterd Archer with a Lancer

Type	Name	Attack	DMG	Range	Notes
Melee	Mounted Lance	2D+2	H+1		2 Handed, Mounted Only

Mounted Lance.

This weapon can only be equipped by a mounted character. The following special rules apply to a Unit equipped with a Lance.

Charge. If a Unit equipped with a Lance moves straight at least 4MP to engage a target, he gains +H DMG modifier and PENETRATION(1) for the first attack (in addition to the standard +1 modifier for a mounted attacker).

Long Weapon. An Engaged Lancer suffers a -3 modifier against an Engaged target (in addition to the standard +1 modifier for a mounted attacker)