

NAME: **COLOURS:** (*Delete as applicable)
COUNTERS: Black = Activated | White = Reload | Green = Creep | Yellow = Shaken | Red = Wound

D12 KNIGHT W3 <hr/> Mounted Lance* OR Mounted Longsword, Hand Axe or Mace* <hr/> Two-Handed Axe or Halberd* OR Longsword, Hand Axe or Mace* <hr/> Fully Armoured Shield*	D10 SERJEANT W3 <hr/> Two-Handed Axe or Halberd* OR Longsword, Hand Axe or Mace* <hr/> Fully Armoured or Armoured* Shield*	D10 MAN-AT-ARMS W3 <hr/> Spear* OR Sword or Hand Axe* <hr/> Armoured* Shield*
D10 MAN-AT-ARMS W3 <hr/> Spear* OR Sword or Hand Axe* <hr/> Armoured* Shield*	D10 MAN-AT-ARMS W3 <hr/> Spear* OR Sword or Hand Axe* OR Longbow or Crossbow <hr/> Armoured* Shield (not bows)*	D10 MAN-AT-ARMS W3 <hr/> Spear* OR Sword or Hand Axe* OR Longbow or Crossbow <hr/> Armoured* Shield (not bows)*

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D10 MAN-AT-ARMS W3 <hr/> Spear* OR Sword or Hand Axe* <hr/> Armoured* Shield*	D10 MAN-AT-ARMS W3 <hr/> Spear* OR Sword or Hand Axe* OR Longbow or Crossbow <hr/> Armoured* Shield (not bows)*	D10 MAN-AT-ARMS W3 <hr/> Spear* OR Sword or Hand Axe* OR Longbow or Crossbow <hr/> Armoured* Shield (not bows)*