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1 - Compared Locase Latency Values 2000 Be ordered at an energy Values 2000 Be officience of the same turn of the order and the probability of the order of the same turn	Units not brigades within 20cm of enemy may					SHEET LRB v.4		
If confused cannot use initiative p56 Fyers that be adding the part of the set of the	2 Evade the closest enemy within 20cm, (cannot be ordered					SHOOTING p27 & MAGIC PHASE p72		
Piper shore black $\beta^{00}$ Some Throwers/Cannoas $60$ Back 10x1D6 before orders are issuedBolt Thoreers $40$ Back 10x1D6 before orders are issuedBolt Thoreers $40$ If contased may still home back $b$ Contract of $bx$ $50$ Command Order Range $p60$ Target in defended cover $44$ Greanel – banderidd $64$ Drive Backs $p20$ Flyer within 20em of a character $p65$ Drive Backs $p20$ Target in defended coverPrint 20em of a character bolt $p66$ The order of $bx$ $p54$ Drive Backs $p20$ Against a character's kadership with the following $2D6$ For each hit per Uin't roll D6For rach hit per Uin't roll $bx$ $11$ Each stand lost $11$ With dense terrain $11$ The Unit or one chosen from a brigade and issued an order $11$ Confiscul unit scannot be ordered $p56$ Dive Backs $p33$ p41Bundters $p61$ The unit is driven back $a$ distance $p33$ p41It 21 a rolled the Hero/Wixard cannot issue more orders $206$ If a wilds energy in the speed of the state $11$ If $bx$ rolled $can$ move $a$ full pace towards the narest $60$ Infantry $20$ $10$ $character ordered p36MorementRegIncernation blankInfantry 2010character ordered p36More and 1 with more of 100Forming period p36Infantry 2010character ordered p36More and 1 with more of 100Forming period p36Infantry 2010characte$							cm	
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The unit is placed on the table edge just before it left The unit reappears at the table edge it left from. If it reappears at the beginning of a turn it may move as normal <b>Draw</b> p43	The unit leave	s the table				Loss 243 245		
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reappears at the beginning of a turn it may move as normal <b>Draw</b> p43								
					-	Drame a 42		
Unaracters wrove p25 p02 I Both sides tall back up to 3D6cm (min 1D6). n50	Characters Move p25 p62					Draw p43 Both sides fall back up to 3D6cm (min 1D6). p50		
60cm or if on flyers 100cm, treat terrain as above A defended or fortified unit can stand its ground. p43				errain as above				
Confused Units p56a	Confused Un	nits p56a						
Confused units are now not confused rearrange them <u>http://www.sg.tacticalwargames.net/forum/</u>			not confu	sed rearrange them	http://www.sg.tacticalwargames.net/forum/			