

AR	MYF	LANK SHEI	ET					
NAME OF (FIELD)TACTICIAN RELEVANT SKILLS				(TACTIC	CIANS COLOUR CIAN AND SIGNAL IAN SERVES AS ITS	LEGATE	MOVE WITH THIS	COMPANY AND
LAW AND SOCIETY		TACTICS		Сомра	ny Type and siz	Е		
BALLISTICS		Social skills		ACTIO	NS PER TURN			
SPECIAL ABILITIES				REACT			_	
				HP			SYMBOL ON BAT	TTI EMAD
				DEFENS	 SF		MOVEMENT	ILEMAP
					e Defense)		SPEED	(1 point counts as 50 m)
					$ \begin{array}{lll} \text{LE} \left( \dots + \dots = . \\ \text{DRALE} + \text{MORALE BON} \\ \text{N} \right) \end{array} $			
MORALE BONUS TO ALL COMPANIES UNDER TACTICIAN COMMAND MAXIMUM NUMBER OF COMPANIES CONTROLLED					K AND DAMAGE (M BONUS FROM THE LEG TED INTO BASE ATTAC	GATE IS		
IN BATTLETURN	OMPANIE	es CONTROLLED		(ATTACK	D ATTACK AND DATE BONUS FROM THE LEG	GATE IS		
SUPPLY TRAIN					K RANGE	<i>x</i> )	(1 po)	int counts as 50 m)
				_	L PROPERTIES		(1 PO)	INT COUNTS AS 50 M)
				SALARY	Y IN DOMAIN TUR	N	I	
					ENANCE COSTS IN			
					R AT DOMAIN TURI			
				Сомр	any Type and	SIZE		
				NAME (	OF LEGATE			
				TACTICS OR BALLISTICS OF LEGATE				
				ACTIO	NS PER TURN			
				REACT			-	
				HP			SYMBOL ON BAT	TTI EMAD
				DEFENS	SE		MOVEMENT	TELMAI
					e Defense)		SPEED	(1 point counts as 50 m)
					$ \begin{array}{lll} \text{LE} \left( \dots + \dots = . \\ \text{DRALE} + \text{MORALE BON} \\ \text{N} \right) \end{array} $			
				(ATTACK	X AND DAMAGE (M BONUS FROM THE LEG TED INTO BASE ATTAC	GATE IS		
				(ATTACK	D ATTACK AND DATE BONUS FROM THE LEGITED INTO BASE ATTAC	GATE IS		
				ATTACI	K RANGE		(1 por	int counts as 50 m)
				SPECIA	L PROPERTIES			
				SALARY	IN DOMAIN TUR	N		

Maintenance costs in case OF WAR AT DOMAIN TURN

COMPANY TYPE AND SIZE				COMPANY TYPE AND SIZE					
Name of Legate				Name of Legate					
TACTICS OR BALLISTICS OF LEGATE				TACTICS OR BALLISTICS OF LEGATE					
ACTIONS PER TURN				ACTIONS PER TURN					
REACTION				REACTION					
HP	<u> </u>	G		HP		Cyanol ON DATTI EMAD			
Defense		SYMBOL ON BAT MOVEMENT	ILEMAP	DEFENSE		SYMBOL ON BATTLEMAP MOVEMENT			
(Passive Defense)		SPEED	(1 point counts as 50 m)	(Passive Defense)		SPEED	(1 point counts as 50 m)		
MORALE ( + = ) (Base morale + morale bonus from tactician)			MORALE ( + = ) (Base morale + morale bonus from tactician)						
ATTACK AND DAMAGE (MELEE) (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)				ATTACK AND DAMAGE (MELEE) (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)					
RANGED ATTACK AND DAMAGE (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)				RANGED ATTACK AND DAMAGE (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)					
ATTACK RANGE		(1 poi	nt counts as 50 m)	ATTACK RANGE			(1 point counts as 50 m)		
SPECIAL PROPERTIES				SPECIAL PROPERTIES					
SALARY IN DOMAIN TURN	N			SALARY IN DOMAIN TURN	N				
MAINTENANCE COSTS IN	CASE			MAINTENANCE COSTS IN CASE					
OF WAR AT DOMAIN TURN	N			OF WAR AT DOMAIN TURN					
COMPANY TYPE AND	SIZE			COMPANY TYPE AND	SIZE				
Name of Legate				Name of Legate					
TACTICS OR BALLISTICS OF				TACTICS OR BALLISTICS OF					
LEGATE				LEGATE					
ACTIONS PER TURN				ACTIONS PER TURN					
				REACTION					
REACTION				_					
HP		SYMBOL ON BAT	TLEMAP	HP		SYMBOL ON BAT	TTLEMAP		
Defense (Passive Defense)		MOVEMENT SPEED	(1 point counts as 50 m)	DEFENSE (PASSIVE DEFENSE)		MOVEMENT SPEED	(1 point counts as 50 m)		
MORALE ( $\dots + \dots = \dots$ (Base morale + morale bon tactician)				MORALE ( + = (Base morale + morale bond tactician)	) US FROM				
ATTACK AND DAMAGE (MELEE) (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)				ATTACK AND DAMAGE (MELEE) (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)					
RANGED ATTACK AND DAMAGE (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)				RANGED ATTACK AND DAMAGE (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)					
ATTACK RANGE		(1 point counts as 50 m)		ATTACK RANGE	ATTACK RANGE		(1 point counts as 50 m)		
SPECIAL PROPERTIES				SPECIAL PROPERTIES					
SALARY IN DOMAIN TURN	N			SALARY IN DOMAIN TURN	N				
Maintenance costs in case				Maintenance costs in					
OF WAR AT DOMAIN TURN				OF WAR AT DOMAIN TURN					

Company Type and	SIZE			COMPANY TYPE AND SIZE				
Name of Legate				Name of Legate				
TACTICS OR BALLISTICS ( LEGATE	OF			TACTICS OR BALLISTICS LEGATE	OF			
ACTIONS PER TURN				ACTIONS PER TURN	_			
REACTION		]		REACTION				
НР		Cymron on Dar	E1 E1 ( ) E	HP		Cyamor oven	YEL ELLI D	
Defense		SYMBOL ON BAT MOVEMENT	ILEMAP	Defense		SYMBOL ON BAT MOVEMENT	ILEMAP	
PASSIVE DEFENSE)		SPEED	(1 point counts as 50 m)	(Passive Defense)		SPEED	(1 point counts as 50 m)	
MORALE ( + = Base morale + morale bon factician)				MORALE ( $\dots + \dots = \dots$ ) (Base morale + morale bonus from tactician)				
ATTACK AND DAMAGE (MELEE) ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)				ATTACK AND DAMAGE (MELEE) (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)				
RANGED ATTACK AND DAMAGE ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK )				RANGED ATTACK AND DAMAGE (ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK)				
ATTACK RANGE		(1 point counts as 50 m)		ATTACK RANGE		(1 point counts as 50 m)		
SPECIAL PROPERTIES				SPECIAL PROPERTIES				
SALARY IN DOMAIN TURI	N			SALARY IN DOMAIN TUR	N			
Maintenance costs in	CASE			MAINTENANCE COSTS IN CASE				
OF WAR AT DOMAIN TURN	N			OF WAR AT DOMAIN TURN				
Company Type and	SIZE			COMPANY TYPE ANI	O SIZE			
NAME OF LEGATE				Name of Legate				
TACTICS OR BALLISTICS OF LEGATE				TACTICS OR BALLISTICS OF LEGATE				
220112				EEGIRE				
ACTIONS PER TURN				ACTIONS PER TURN				
REACTION				REACTION				
НР		SYMBOL ON BAT	TLEMAP	HP		SYMBOL ON BATTLEMAP		
Defense Passive Defense)		MOVEMENT SPEED	(1 point counts as 50 m)	DEFENSE (PASSIVE DEFENSE)		MOVEMENT SPEED	(1 POINT COUNTS AS 50 M)	
MORALE ( + = Base morale + morale bon actician)				MORALE ( + = (BASE MORALE + MORALE BOY TACTICIAN)			,	
ATTACK AND DAMAGE (M ATTACK BONUS FROM THE LEC CALCULATED INTO BASE ATTACK	GATE IS			ATTACK AND DAMAGE ( (ATTACK BONUS FROM THE LE CALCULATED INTO BASE ATTAC	GATE IS			
RANGED ATTACK AND DAMAGE ATTACK BONUS FROM THE LEGATE IS CALCULATED INTO BASE ATTACK )				RANGED ATTACK AND D (ATTACK BONUS FROM THE LE CALCULATED INTO BASE ATTAC	GATE IS			
ATTACK RANGE		(1 point counts as 50 m)		ATTACK RANGE		(1 point counts as 50 m)		
SPECIAL PROPERTIES				SPECIAL PROPERTIES		`	,	
SALARY IN DOMAIN TUR	N			SALARY IN DOMAIN TUR	N.			
Maintenance costs in	CASE			MAINTENANCE COSTS IN	N CASE			
OF WAR AT DOMAIN TURN	N			OF WAR AT DOMAIN TUR	.N			