

LEGEND:

BALANCED PRICE	
~5 PTS OVERCOSTED	~5 PTS UNDERCOSTED
~10 PTS OVERCOSTED	~10 PTS UNDERCOSTED
>10 PTS OVERCOSTED	>10 PTS UNDERCOSTED

Pips: Each point of attack, each point of Hits, and each point of Save counts as one pip

Notes: Black notes mean special rules have no impact on price.

Green notes increase price. Red notes decrease price.

<u>LIGHT INFANTRY</u> (7 pips)							
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
EMPIRE (2)	HALBERDIERS	3	3 6+		3	45	
BRETONNIA	MEN AT ARMS	3	3 6+		3	45	
ARABY	SPEARMEN	3	3 6+		3	45	
KISLEV	AXEMEN	3	3 6+		3	45	
DOGS OF WAR	SWORDSMEN	3	3 6+		3	45	
BEASTMEN	BEASTHERD	3	3 6+		3	45	Ambush
NIPPON	ASHIGARU	3	3 6+		3	45	

SKAVEN	CLANRATS	3	3 6+		3	40	
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DOGS OF WAR	PIKEMEN	3	3 6+		3	60	Based as Cavalry, no support, no defence in terrain.
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<u>CHAFF INFANTRY</u> (6 pips)							
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
UNDEAD (2)	SKELETONS	2	3 6+		3	30	Undead rule
ORCS (2)	GOBLINS	2/1	3 -		3	30	15 cm shooting attack
GOBLINS	SQUIGS	3	3 -		3	30	
BRETONNIA	PEASANTS	3	3 -		3	30	No charge bonus, -1 command, no initiative charge

SKAVEN	RAT SWARM	2	3 -		3	25	No drive backs, no support, no items.
OGRES	GNOBLARS	2/1	3 -		3	25	15 cm shooting attack, can't brigade, no characters

VAMPIRES	ZOMBIES	2	4 -		3	35	Undead rule
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LIZARDMEN	SKINKS	2/1	3 -	3	35	15 cm shooting attack any edge, ignore dense terrain
WITCH HUNTERS	ZEALOTS	3	3 -	3	35	+1 attack vs chaos or undead

CHAOS DWARFS	ORC SLAVES	4	3 -	3	40	-1 Command
DAEMONS	SWARM	2	4 -	3	45	No drive backs, no items, immune to terror, instability

MEDIUM INFANTRY (8 pips)

<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
ELVES (3)	SPEARMEN	3	3 5+		3	60	
CHAOS (2)	MARAUDERS	3	3 5+		3	60	
ORCS	ORC WARRIORS	4	3 6+		3	60	
VAMPIRES	GRAVE GUARD	3	3 5+		3	60	Undead rule
NORSE	BONDSMEN	3	3 5+		3	60	
ALBION	WARRIORS	3	3 5+		3	60	
NIPPON	RONIN	4	3 6+		3	60	-1 Command
WOOD ELVES	DRYADS	4	3 6+		3	60	-1 Command, Immune to Terror, Ignore woods

SKAVEN	STORMVERMIN	3	3 5+		3	55
VAMPIRES	GHOULS	4	3 -		3	55

ARABY	GUARDS	3	3 5+		3	65	Guard rule
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VAMPIRES	ETHEREAL HOST	3	4 -		3	90	Undead rule, Terror, always hit on 4+, no items
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ELITE INFANTRY (9 pips)

<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
LIZARDMEN	SAURUS	4	3 5+		3	75	Ignore dense terrain, Reptilian
DAEMONS	HORDE	4	3 5+		3	75	Immune to terror, instability
BEASTMEN	BESTIGOR	4	3 5+		3	75	
NIPPON	SAMURAI	4	3 5+		3	80	No evade, less drive backs, must pursue

HEAVY INFANTRY (10 pips)

<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
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DWARFS (3)	WARRIORS	3	4 4+	3	110	
ORCS (2)	BLACK ORCS	4	4 5+	3	110	
LIZARDMEN	TEMPLE GUARD	4	4 5+	3	110	Ignore dense terrain, Reptilian
SKAVEN	RAT OGRES	4	4 5+	3	110	
ORCS / CHAOS (3)	TROLLS	5	3 5+	3	110	Regenerate, -1 command
BEASTMEN	MINOTAURS	5	4 6+	3	110	Ignore terror, must charge, must pursue
KISLEV	BEARS	5	4 -	3	110	+1 attack on charge, must pursue, must advance, extra attacks

OGRES (5)	OGRES	4	4 5+	3	105	Must charge humans
WOOD ELVES	TREEKIN	4	4 5+	3	105	-1 Command, Immune to Terror, Ignore woods
NIPPON	ONI	4	4 5+	3	105	Immune to terror, instability

NORSE	HUSCARLS	4	3 4+	3	100	
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NORSE	ULFWERENER	4	4 6+	3	115	Based as Cavalry, no support, +1 attack on charge, can't brigade
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OGRES	YHETES	5	3 5+	3	130	-1 Command, ignore distance
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<u>ELITE HEAVY INFANTRY</u>		(11 pips)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
CHAOS	CHAOS WARRIORS	4	4 4+		3	140	
OGRES	IRONGUTS	4	4 4+		3	140	

LIZARDMEN	KROXIGOR	5	3 4+	3	135	Ignore dense terrain, Reptilian
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<u>FANATIC INFANTRY</u>		(fanatic rule)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
EMPIRE (2)	FLAGELLANTS	5	3 -		3	70	Must charge, must pursue, must advance, no drive backs, immune to terror.
DARK ELVES	WITCH ELVES	5	3 -		3	70	Must charge, must pursue, must advance, no drive backs, immune to terror.
SKAVEN	PLAGUE MONKS	5	3 -		3	70	Must charge, must pursue, must advance, no drive backs, immune to terror.
NORSE	BERSERKERS	5	3 -		3	70	Must charge, must pursue, must advance, no drive backs, immune to terror.

DWARFS	SLAYERS	5	4 -	3	80	Must charge, must pursue, must advance, no drive backs, immune to terror.
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+1 attack vs monsters, negative victory points

<u>MISSILE INFANTRY</u>		(30 cm shooting attack)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
EMPIRE (3)	CROSSBOWMEN	3/1	3	-	3	55	30 cm shooting attack
BRETONNIA	BOWMEN	3/1	3	-	3	55	30 cm shooting attack
KISLEV	BOWMEN	3/1	3	-	3	55	30 cm shooting attack
ARABY	ARCHERS	3/1	3	-	3	55	30 cm shooting attack
BEASTMEN	HERDKIN	3/1	3	-	3	55	30 cm shooting attack, ambush
NORSE	HUNTSMEN	3/1	3	-	3	55	30 cm shooting attack
NIPPON	ASHIGARU BOWS	3/1	3	-	3	55	30 cm shooting attack
CHAOS DWARFS	HOBGOBLINS	3/1	3	-	3	50	15 cm range any edge, cannot brigade
TOMB KINGS	SKELETON BOWS	2/1	3	-	3	45	30 cm shooting attack , Undead rule
ALBION	SLINGERS	2/1	3	-	3	40	30 cm shooting attack
<u>ELITE MISSILE INFANTRY</u>		(30 cm shooting attack)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
HIGH ELVES	ARCHERS	3/1	3	6+	3	75	30 cm shooting attack, +1 to hit
DARK ELVES	CROSSBOWMEN	3/1	3	6+	3	75	30 cm shooting attack, 2 shots at 15 cm
WOOD ELVES	GLADE GUARD	3/1	3	-	3	65	30 cm shooting attack, +1 to hit, ignore woods
DWARFS	RANGERS	3/1	4	5+	3	110	30 cm shooting attack, Pursue anyone
<u>GUNPOWDER MISSILE INFANTRY</u>		(-1 save)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
EMPIRE (3)	HANDGUNNERS	3/1	3	-	3	65	30 cm shooting attack, -1 save
NIPPON	AHIGARU TEPPPO	3/1	3	-	3	65	30 cm shooting attack, -1 save
SKAVEN	JEZZAILS	3/1	3	6+	3	70	30 cm shooting attack, -1 save

KISLEV	RED GUARD	3/1	3	5+	3	90	30 cm shooting attack, -1 save
DWARFS	HANDGUNNERS	3/1	4	6+	3	90	30 cm shooting attack, -1 save
OGRES	LEADBELCHERS	3/2	4	6+	3	90	-1 save, 15 cm range
CHAOS DWARF	BLUNDERBUSSES	3/2	4	6+	3	90	-1 save, 15 cm range

<u>INFILTRATOR INFANTRY</u>			(Infiltrate rule)				<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
SKAVEN	GUTTER RUNNERS	3/1	3	6+	3	70	15 cm shooting attack, any edge, infiltrates
NIPPON	NINJA	3/1	3	6+	3	70	15 cm shooting attack, any edge, infiltrates
WOOD ELVES	WAYWATCHERS	1/2	3	-	2	60	30 cm shooting attack, -1 save, ignores woods, infiltrates

<u>SKIRMISH INFANTRY</u>		(Skirmisher rule)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
EMPIRE	SKIRMISHERS	4	3	6+/-	1	25	Ignore irregular formation
LIZARDMEN	SALAMANDERS	2/2	3	-	1	25	Ignore irregular formation, 15 shooting attack, -1 save
WITCH HUNTERS	WARHOUNDS	3	3	-	1	20	Ignore irregular formation, 30 cm move
WOOD ELVES	WARDANCERS	4	3	5+/-	1	30	Ignore irregular formation, Ignore woods

<u>CAVALRY</u>		(8 pips)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
CHAOS	MARAUDER HORSE	3	3 5+		3	90	Ignore terror, instability
DAEMONS	HOUNDS	3	3 5+		3	90	
ALBION	CAVALRY	3	3 5+		3	90	
NORSE	CAVALRY	3	3 5+		3	90	
NIPPON	KOMAINU	3	3 5+		3	90	Ignore terror, instability
TOMB KINGS	SKELETON CAVALRY	2	3 5+		3	60	Undead rule
EMPIRE	PISTOLIERS	3/1	3 5+		3	95	15cm shooting atack, a

KISLEV	COSSACKS	3/1	3	5+	3	95	15cm shooting atack, any edge
KISLEV	WINGED LANCERS	3	3	5+	3	100	+1 attack on charge
WOOD ELVES	WILD RIDERS	3	3	5+	3	110	+1 attack first round, ignore terror, -1 command

<u>HEAVY CAVALRY</u>		(9+ pips)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
EMPIRE (3)	KNIGHTS	3	3	4+	3	110	
ORCS	BOAR RIDERS	4	3	5+	3	110	
HIGH ELVES	SILVER HELMS	3	3	4+	3	110	
BRETONNIA	KNIGHTS	3	3	4+	3	110	Must charge, immune to terror
ARABY	KNIGHTS	3	3	4+	3	110	Ignore terror, instability
DAEMONS	CAVALRY	4	3	5+	3	110	
VAMPIRES	BLACK KNIGHTS	3	3	4+	3	110	
NIPPON	SAMURAI CAVALRY	4	3	5+	3	110	No evade, less drive backs, must pursue

BRETONNIA	GRAIL KNIGHTS	3	3	4+	3	120	+1 attack on charge, Must charge, immune to terror
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DARK ELVES	COLD ONE KNIGHTS	3	3	4+	3	130	+1 attack 1st round, can't brigade
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LIZARDMEN	COLD ONE RIDERS	4	3	4+	3	140	Reptilian
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CHAOS DWARFS	BULL CENTAURS	4	4	5+	3	150	
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CHAOS	CHAOS KNIGHTS	4	4	4+	3	200	
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OGRES	RHINOX RIDERS	5	4	5+	3	220	+1 attack on charge, ignore terror
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<u>LIGHT CAVALRY</u>		(6+ save and shooting attack)					
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
ARABY	DESERT RIDERS	3/1	3	6+	3	80	15 cm shooting attack, any edge.
DOGS OF WAR	LIGHT CAVALRY	3/1	3	6+	3	80	15 cm shooting attack, any edge.
CHAOS DWARFS	H.G WOLF RIDERS	3/1	3	6+	3	80	15 cm shooting attack, any edge.

ORCS (2)	WOLF RIDERS	2/1	3	6+	3	60	15 cm shooting attack, any edge.
KISLEV	HORSE ARCHERS	3/1	3	6+	3	75	15 cm shooting attack, any edge.
BEASTMEN	CENTIGORS	3/1	3	6+	3	80	15 cm shooting attack, any edge. Infantry!

<u>MISSILE CAVALRY</u>		(30 cm shooting attack)					
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
HIGH ELVES	REAVERS	3/1	3	6+	3	90	30 cm shooting attack
BRETONNIANS	SQUIRES	3/1	3	6+	3	90	30 cm shooting attack
WOOD ELVES	GLADE RIDERS	3/1	3	6+	3	90	30 cm shooting attack
DARK ELVES	DARK RIDERS	3/1	3	6+	3	95	30 cm shooting attack, 2 shots at 15 cm
ARABY	CAMEL RIDERS	3/1	3	5+	3	100	30 cm shooting attack, -1 command, ignore distance

<u>CHAFF CAVALRY</u>		(no save)					
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
CHAOS	HOUNDS	3	3	-	3	40	
ALBION	WOLFHOUSES	3	3	-	3	40	
BEASTMEN	HOUNDS	3	3	-	3	40	Ambush
VAMPIRES	DIRE WOLVES	2	3	-	3	40	+1 attack on charge, Undead rule

<u>CHARIOTS</u>		(Chariot rule)					
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
CHAOS	CHARIOTS	3	3	5+	3	95	Chariot rule
HIGH ELVES	CHARIOTS	3	3	5+	3	95	Chariot rule
DAEMONS	CHARIOTS	3	3	5+	3	95	Chariot rule, Ignore terror, instability
ALBION	CHARIOTS	3	3	5+	3	95	Chariot rule
BEASTMEN	CHARIOTS	3	3	5+	3	95	Chariot rule
GOBLINS	PUMP WAGON	d6	3	5+	1	50	Chariot rule, random move, no drive backs, no confusion

ORCS (2)	WOLF CHARIOTS	3	3 6+	3	80	Chariot rule
TOMB KINGS	CHARIOTS	3/1	3 5+	3	110	Chariot rule, Undead rule, 30 cm shooting attack

<u>FLYERS</u>		(Flyer rule)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
TOMB KINGS	CARRION	2	3 6+		3	65	Undead rule
CHAOS	HARPIES	2	3 6+		3	65	Based as Inf
DARK ELVES	HARPIES	2	3 6+		3	65	Based as Inf
VAMPIRES	FELL BATS	2	3 6+		3	65	Undead rule, Based as Inf
HIGH ELVES	EAGLES	2	3 6+		3	70	
ALBION	EAGLES	2	3 6+		3	70	

DWARFS	GYROCOPTER	1/3	3 5+	1	75	30 cm shooting attack, -1 save
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BRETONNIANS	PEGASUS KNIGHTS	2	3 5+	3	80	Must charge, ignore terror
DAEMONS	FLYERS	2	3 5+	3	80	Based as Inf, Ignore terror, instability
NIPPON	TENGU	2	3 5+	3	80	Based as Inf, Ignore terror, instability

LIZARDMEN	TERRADONS	2/1	3 6+	3	85	15 cm shooting attack, any edge.
ARABY	MAGIC CARPETS	1/2	3 6+	3	85	15 cm shooting attack, any edge.
DOGS OF WAR	BIRDMEN	2/1	3 6+	3	85	30cm shooting attack, Infantry
WOOD ELVES	WARHAWK RIDERS	2/1	3 6+	3	85	15 cm shooting attack, any edge.

NORSE	VALKYRIES	3	3 5+	3	120	Special deployment
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<u>MONSTER UNITS</u>		(monster rule and 3 stands)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
CHAOS (2)	DRAGON OGRES	6	4 5+		3	250	Ignore terror
DAEMONS	BEASTS	5	4 5+		3	220	Ignore terror, instability

ARABY	ELEPHANTS	5	4	5+	3	200	Terror, Stampede
OGRES	GORGERS	4	4	5+	3	145	Based as Inf, Ignore terror, must charge, must pursue, can't advance

SINGLE MONSTERS (Monster rule)

<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
TOMB KINGS	SPHINX	4	6	3+	1	150	Terror, Badly Hurt
ORCS (6)	GIANT	8	8	5+	1	150	Terror, Badly Hurt, can't brigade, goes wild, can seige
CHAOS (2)	SPAWN	3/3	4	3+	1	110	Terror, 15 cm shooting attack
TOMB KINGS	BONE GIANT	6	4	4+	1	125	Terror, -1 command
WOOD ELVES	TREEMAN	6	4	4+	1	130	Terror, -1 command, can enter woods!
DARK ELVES	HYDRA	6/2	4	4+	1	135	Terror, Regenerate, 20cm shooting attack, can't brigade.
BEASTMEN	SHAGGOTH	8	8	5+	1	175	Terror, Badly Hurt, can't brigade
NORSE	MAMMOTH	8	10	5+	1	200	Terror, badly hurt, can seige
LIZARDMEN	STEGADON	10/3	10	4+	1	200	Terror, Badly Hurt, 15cm shooting attack
HIGH ELVES	DRAGON RIDER	6/3	6	4+	1	300	Terror, Flyer, 20cm shooting attack, Badly Hurt
DAEMONS	GREATER DAEMON	8	6	4+	1	300	Terror, Flyer, Badly Hurt, Instability

ARTILLERY (40 cm or more range)

<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	<u>NOTES</u>
ELVES (2)	BOLT THROWER	1/3	2	-	2	55	40cm range
CHAOS DWARFS	DEATHROCKET	1/D6	2	6+	1	60	60cm range, -1 save, misfire

TOMB KINGS	BONE THROWER	1/2	2 -	2	65	40cm range, no save, penetrates
GOBLIN	SPEAR CHUCKA	1/2	2 -	2	65	40cm range, no save, penetrates
CHAOS DWARFS	H.G BOLT THROWER	1/2	2 -	2	65	40cm range, no save, penetrates
ORCS	ROCK LOBBER	1/3	3 -	1	75	60 cm range, No save
OGRES	SCRAP LAUNCHER	1/3	3 -	1	75	60 cm range, No save
GOBLINS	DOOM DIVER	1/3	2 -	2	80	60 cm range
EMPIRE (2)	CANNON	1/2+	2 -	2	85	60 cm range, No save, bounce, grapeshot
TOMB KINGS	SKULLCHUCKA	1/3	3 -	1	85	60 cm range, No save, confuse on 4+
DOGS OF WAR	GALLOPER GUN	1/2+	2 -	2	85	40cm range, No save, bounce, grapeshot, 20 cm move
DWARFS	CANNON	1/2+	2 6+	2	90	60 cm range, No save, bounce, grapeshot
CHAOS DWARFS	EARTHSHAKER	1/3	3 6+	1	90	60 cm range, No save, confuse on 4+
BRETONNIANS	TREBUCHET	1/4	4 -	1	100	80cm range, may not move, no save

<u>DEFENSIVE ARTILLERY</u>		(multiple shots at short range)					<u>NOTES</u>
<u>ARMY</u>	<u>UNIT</u>	<u>ATT</u>	<u>HITS</u>	<u>SAVE</u>	<u>STANDS</u>	<u>COST</u>	
EMPIRE	HELBLASTER	1/2-4-8	2 -		1	50	30cm range, -1 save, misfires
DWARFS	FLAME CANNON	1/2D6	2 6+		1	50	30 cm range, Misfires
SKAVEN	WARP LIGHTNING	1/d6	2 -		1	50	40cm range, misfires, extra confusion
KISLEV	WAR WAGON	4/4	5 4+		2	140	30cm range, -1 save, laagers