

Infidel Rulebook Index

A

Activation 3, 4, 5
Advance After Combat 10
Angle of Attack 10
Angle of Fire 8

B

Bedouin Pike Infantry Javelineers 14

C

Charge 11
Charge Reluctance 11
Charisma 3, 5
Combat Results 13
Command 3, 4
Command Range 3, 5
Continuation/Continuity 3, 5, 6
Continued Attack 13
Counter-Charge 11, 12

D

Disordered 3, 13

E

Eliminated 13

F

Facing 6
Flight Points 3, 4
Free Activation 3

K

Knights 3, 11, 12, 14

L

Leaders
 Command leader 3, 4
 Leader Casualty Check 3, 5
 Overall Commander 3, 4
 Presence 10
 Replacement Leaders 5
Line Of Sight 8
Loss Check 3, 4

M

Missile Fire
 Active Fire 7, 8
 Reaction Fire 8
 Return Fire 8
Movement 6

O

Out of Command 5

R

Rally 14
Retired 10, 13
Retreat 13
Retreat Before Combat 9

S

Seizure/Seizing Continuity 3, 6
Sequence of Play 4, 16
Shock 3, 9
Stacking 7
Standard(s) 3, 14
Sudanese Archers 14

T

Terrain 6, 8, 10

V

Victory 4
Victory Points 3

W

Weapon System Matrix 10

Z

Zone of Control 3, 7