**Infantry**

Infantry: Basic to Elite footmen

Infantry movement: up to 5” combat or non-combat movement

Infantry designated as “Heavy” are either too large or require compensation: may never move @ double speed, albeit in a “Heavy Transport”

“Heavy Infantry” are “Steady”: do not modify to-hit when moving

“Large Infantry” are Infantry models that are extremely (“Bulky”) large & may screen Heavy and Basic Infantry

All models are considered “Infantry” unless otherwise stated. Therefore vehicles are not infantry as they are designated as “Vehicles”.

Models that are assigned equipment change their troop type designation, such as Mobile Infantry and Cavalry.

“Large Infantry” count as over-sized “Heavy Infantry” and would not put themselves in a transport.