

at Lancaster Point

Britons

Terrain

@ 250pts you have 13pts of terrain

@ 500pts you have 25pts of terrain

Each terrain feature measures 6" x 6", multiple terrain features may be combined to make larger areas.

Village 10pts (2x villages make a small town)

River 8pts (Rivers run across width of table, x2 runs along length of table, x3 runs from corner to corner of table.)

Ford (3" wide) 6pts

Dense woods 6pts

Light woods 4pts

Hill 6pts

Marsh 4pts

Rough ground 4pts

Generals

➤ 250pts – 2 Generals

➤ 500pts – 3 Generals

➤ +1 General – 10pts

1-3 re-rolls – 10pts each

Infantry

➤ Warband **14pts** 3/5 heavy armour, impact, brutal, Solid **0-2**

➤ Warband **6pts** 5/7 light armour, fast, impact, impetuous, Steady **0-20**

➤ Warband **5pts** 5/7 light armour, fast, impact, impetuous, Weak **0-30**

➤ Warband **4pts** 6/8 unarmoured, fast, impact, impetuous, Steady **10-125**

➤ Warband **3pts** 6/8 unarmoured, fast, impact, impetuous, weak **0-50**

➤ Naked Fanatics **12pts** 6/8 unarmoured, fast, impact, Brutal, impetuous, Fearless **0-4**

➤ Naked Fanatics **10pts** 6/8 unarmoured, fast, impact, impetuous, Brutal, Solid **0-6**

Cavalry

➤ Medium cavalry **12pts** 4/6 mounted spear, impetuous, Steady **0-4**

➤ Medium cavalry **11pts** 4/6 mounted spear, impetuous, Weak **0-4**

➤ Light cavalry **8pts** 5/7 mounted spear, impetuous, Steady **0-30**

➤ Light cavalry **7pts** 6/8 fast, mounted spear, impetuous, weak **0-30**

➤ Light chariot **14pts** 5/7 Javelin, impetuous, terrifying, Steady **0-15**

➤ Light chariot **12pts** 5/7 Javelin, impetuous, terrifying, Weak **0-15**

Missiles

➤ Javelin **4pts** 6/8 Javelin, skirmishers, weak **0-12**

➤ Slings **4pts** 6/8 Slings, skirmishers, weak **0-12**