

at Lance Point

Early Roman

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

River 8pts

Rivers run across width of table, x2 runs along length of table, x3 runs from corner to corner of table.

Bridge 12pts

Dense woods 6pts

Light woods 4pts

Hill 6pts

Rocky ground (rough) 4pts

Commanders

➤ 250pts – 2 Commanders

➤ 500pts – 3 Commanders

➤ +1 Commander – 10pts

1-3 re-rolls – 10pts each

Cavalry

➤ Cavalry **14pts** 4/6 SM, Steady **0-2**

➤ Cavalry **12pts** 5/7 SM, Steady **0-2**

➤ Cavalry **11pts** 5/7, SM, Weak **0-4**

Infantry

➤ Hoplite **14pts** 4/6, S2, Solid **0-4**

➤ Hoplite **10pts** 4/6 S2 Steady **10-50**

➤ Hoplite **8pts** 5/7 S2 Steady **0-60**

➤ Hoplite **7pts** 5/7 S2, Weak **0-20**

➤ Hoplite **7pts** 6/8 S2, Steady **0-70**

➤ Hoplite **6pts** 6/8 S2, Weak **0-20**

➤ Militia **5pts** 6/8 S2 Poor **0-30**

Missile

➤ Archers **9pts** 6/8, Bow, skirmishers, Steady **0-8**

➤ Slingers **8pts** 6/8, skirmishers, steady **0-8**

➤ Javelins **8pts** 6/8 skirmishers, Steady **0-12**