

LORD RAGLAN'S HYW FRENCH & SCOTS 1346

TOTAL POINTS 433

Hero Points 129

Unit Points 304

Reputation 45

Reputation Tokens 12

HEROES

| KING DAVID II | | | | | | | |
|------------------------------|--|--------|----------|--------|---------|------------|----------|
| Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
| Major Hero (Level 3) | 31 | 3 | 0 | 4 | 2 | 4 | None |
| <i>Army Commander</i> | Can influence any friendly Unit within 2 ST; +1 Reputation [pg71] | | | | | | |
| <i>Today We Fight to Win</i> | Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74] | | | | | | |

| JOHN RANDOLPH, EARL OF MORAY | | | | | | | |
|------------------------------|---|--------|----------|--------|---------|------------|----------|
| Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
| Minor Hero (Level 2) | 21 | 2 | 0 | 4 | 2 | 2 | None |
| <i>Battle Smiter</i> | +1 Combat Dice in single combats [pg71] | | | | | | |

| LORD WILLIAM DOUGLAS | | | | | | | |
|------------------------------|--|--------|----------|--------|---------|------------|----------|
| Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
| Minor Hero (Level 2) | 25 | 2 | 0 | 4 | 2 | 3 | None |
| <i>Battle Smiter</i> | +1 Combat Dice in single combats [pg71] | | | | | | |
| <i>Today We Fight to Win</i> | Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74] | | | | | | |

| COUNT OF ALENCON | | | | | | | |
|---------------------------|--|--------|----------|--------|---------|------------|----------|
| Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
| Minor Hero (Level 2) | 26 | 2 | 0 | 4 | 2 | 3 | None |
| <i>Battle Smiter</i> | +1 Combat Dice in single combats [pg71] | | | | | | |
| <i>Mounted</i> | May move 2 ST per Movement Action [pg73] | | | | | | |
| <i>Favour of the Gods</i> | Once per game, may gain an additional Mighty Deed [pg72] | | | | | | |

| LORD ROBERT STEWART | | | | | | | |
|----------------------|---|--------|----------|--------|---------|------------|----------|
| Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
| Champion (Level 1) | 14 | 1 | 0 | 4 | 1 | 1 | None |
| <i>Battle Smiter</i> | +1 Combat Dice in single combats [pg71] | | | | | | |

John Randolph

| Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
|--------------------|--------|--------|----------|--------|---------|------------|----------|
| Champion (Level 1) | 12 | 1 | 0 | 4 | 1 | 1 | None |

UNITS

SCOTTISH MEN AT ARMS

| Qty | Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
|--------------------------|---------------------------|---|--------|----------|--------|---------|------------|----------|
| 1 | Warriors (Heavy Infantry) | 32 | 12 | 0 | 4 | 4 | 3 | None |
| <i>Spears as Tribute</i> | | Add +2 Combat Dice until Unit loses any Stamina [pg70] | | | | | | |
| <i>Steadfast</i> | | Does not take a Command Test if retreated into by friendly Units [pg70] | | | | | | |
| <i>Replacements</i> | | Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69] | | | | | | |

SCOTTISH BOWMEN

| Qty | Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
|---------------------|---------------------------|---|--------|----------|--------|---------|------------|------------------------------|
| 1 | Warriors (Formed Archers) | 24 | 8 | 8 | 2 | 4 | 2 | Elf Bow / Crossbow / Longbow |
| <i>Replacements</i> | | Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69] | | | | | | |

SCOTTISH SCHILTRON

| Qty | Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
|--------------------------|---------------------------|---|--------|----------|--------|---------|------------|----------|
| 3 | Warriors (Heavy Infantry) | 26 | 12 | 0 | 3 | 4 | 3 | None |
| <i>Spears as Tribute</i> | | Add +2 Combat Dice until Unit loses any Stamina [pg70] | | | | | | |
| <i>Replacements</i> | | Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69] | | | | | | |

FRENCH CROSSBOWMEN

| Qty | Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
|---------------------|---------------------------|---|--------|----------|--------|---------|------------|------------------------------|
| 2 | Warriors (Formed Archers) | 24 | 8 | 8 | 2 | 4 | 2 | Elf Bow / Crossbow / Longbow |
| <i>Hel's Breath</i> | | An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68] | | | | | | |
| <i>Reluctant</i> | | Must pass a Command Test for every Movement Action [pg69] | | | | | | |
| <i>Replacements</i> | | Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69] | | | | | | |

French Gendarmes

| Qty | Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
|--------------------------|---------------------------|--|--------|----------|--------|---------|------------|----------|
| 2 | Heavy Riders (Knights) | 29 | 10 | 0 | 4 | 3 | 3 | None |
| Counter Charge | | If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68] | | | | | | |
| Disengage | | After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68] | | | | | | |
| Fearsome | | Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66] | | | | | | |
| Thunderous Charge | | Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71] | | | | | | |
| Spears as Tribute | | Add +2 Combat Dice until Unit loses any Stamina [pg70] | | | | | | |

Skirmishers

| Qty | Type | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
|--------------|---|--------|--------|----------|--------|---------|------------|--------------|
| 1 | Skirmishers (Shooters) | 12 | 6 | 6 | 2 (3) | 2 | 1 | Bow or Sling |
| Agile | No penalties in Rough Terrain [pg67] | | | | | | | |
| Evade | If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68] | | | | | | | |