

LORD RAGLAN'S BYW 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
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
Today We Fight to Win	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
Battle Smiter	+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
Battle Smiter	+1 Combat Dice in single combats [pg71]						
Today We Fight to Win	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
Battle Smiter	+1 Combat Dice in single combats [pg71]						
Mounted	May move 2 ST per Movement Action [pg73]						
Favour of the Gods	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
Battle Smiter	+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
Spears as Tribute		Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Steadfast		Does not take a Command Test if retreated into by friendly Units [pg70]						
Replacements		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
Replacements		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
Spears as Tribute		Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Replacements		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
Hel's Breath		An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68]						
Reluctant		Must pass a Command Test for every Movement Action [pg69]						
Replacements		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]							