

HASTINGS 960 - ENGLISH

TOTAL POINTS 733

Hero Points 123

Unit Points 610

Reputation 80

Reputation Tokens 20



HEROES

HAROLD GODWINSON, KING OF ENGLAND [CENTRE]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Legendary Hero (Level 4)	39	4	0	3	2	5	None
Fated	May not use Mighty Deeds to reroll Risk to Heroes tests. If killed in Melee Combat or single combat, add +3 to Hero Death roll [pg72]						
Army Commander	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
Heroic Moustache	Sports a glorious moustache and long hair that makes all the ladies love him. Normans hate him. No game effect though.						
Hold Fast	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

GYRTH GODWINSON [LEFT]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	15	2	0	3	2	2	None

LEOFWINE GODWINSON [RIGHT]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	15	2	0	3	2	2	None

ALFWOLD, EALDORMAN AND SUBCOMMANDER FOR HAROLD [CENTRE]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	15	2	0	3	2	2	None

BEORNRED, EALDORMAN AND SUBCOMMANDER FOR GYRTH [LEFT]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	10	1	0	3	1	1	None

CENWULF, EALDORMAN AND SUBCOMMANDER FOR LEOFWINE [RIGHT]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	10	1	0	3	1	1	None

BERCHT, SAXON CHAMPION [CENTRE] [FIRST SINGLE COMBAT ONLY]							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	3	2	2	None
Battle Smiter		+1 Combat Dice in single combats [pg71]					

UNITS

HUSCARLS (FRONT LINE)								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
5	Warriors (Heavy Infantry)	31	12	0	4	4	3	None
Spears as Tribute		Add +2 Combat Dice while at full Stamina [pg70]						
Throwing Spears		May use a one-off missile attack; shoot within 1 ST on 4 Dice OR add two Combat Dice when charging.						

FYRDMEN (FRONT LINE)								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
10	Warriors (Heavy Infantry)	23	12	0	3	4	2	None
Throwing Spears		May use a one-off missile attack; shoot within 1 ST on 4 Dice OR add two Combat Dice when charging.						

FYRDMEN [REAR LINE]								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
15	Warriors (Heavy Infantry)	15	12	0	2	4	2	None
Brittle		Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]						