

HASTINGS 960 – NORMANS

TOTAL POINTS 945

Hero Points 208

Unit Points 737

Reputation 96

Reputation Tokens 24



HEROES

WILLIAM DUKE OF NORMANDY WITH PAPAL BANNER [CENTRE]							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Legendary Hero (Level 4)	48	4	0	3	2	6	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]						
Favour of the Gods	Once per game, may gain an additional Mighty Deed [pg72]						
Mounted	May move 2 ST per Movement Action [pg73]						
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]						

ODO BISHOP OF BAYEUX [CENTRE]							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	3	2	2	None
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]						
Mounted	May move 2 ST per Movement Action [pg73]						

TAILLEFER [CENTRE – FIRST SINGLE COMBAT ONLY]							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	3	2	2	None
Battle Smiter	+1 Combat Dice in single combats [pg71]						
Mounted	May move 2 ST per Movement Action [pg73]						

ALAN FERGANT OF BRITTANY [LEFT]							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	27	3	0	3	2	3	None
Mounted	May move 2 ST per Movement Action [pg73]						

WILLIAM FITZOSBERN [LEFT]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	17	2	0	3	2	2	None
Mounted	May move 2 ST per Movement Action [pg73]						

EUSTACE COUNT OF BOULOGNE [RIGHT]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	27	3	0	3	2	3	None
Mounted	May move 2 ST per Movement Action [pg73]						

ROBERT OF BEAUMONT [RIGHT]

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	17	2	0	3	2	2	None
Mounted	May move 2 ST per Movement Action [pg73]						

BRECAN, BRETON CAPTAIN [LEFT]

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

WARIN, NORMAN CAPTAIN [CENTRE]

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

ROBERT, FRENCH CAPTAIN [RIGHT]

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

UNITS

SPEARMEN

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
15	Warriors (Heavy Infantry)	23	12	0	3	4	2	None
Replacements	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							

ARCHERS & CROSSBOWMEN								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
7	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]							

BRETON, FRENCH & FLEMISH KNIGHTS								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
8	Heavy Riders (Medium Cavalry)	25	10	0	3	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]						
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.						
Replacements		Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						

NORMAN KNIGHTS								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
4	Heavy Riders (Medium Cavalry)	27	10	0	3	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]						
God Wills It!		Hit on a 4+ in Combat when Unit is at full strength (5+ if damaged).						
Throwing Spears		May use a one-off missile attack; shoot within 1 ST on 4 Dice OR add two Combat Dice when charging.						
Replacements		Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						