

# HASTINGS 960 – NORMANS

## TOTAL POINTS 933

Hero Points 208

Unit Points 725

Reputation 88

Reputation Tokens 22



## 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     |
| <b>Army Commander</b>                               | Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]                                                                                     |        |          |        |         |            |          |
| <b>Today We Fight to Win</b>                        | Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]                                    |        |          |        |         |            |          |
| <b>Favour of the Gods</b>                           | Once per game, may gain an additional Mighty Deed [pg72]                                                                                              |        |          |        |         |            |          |
| <b>Mounted</b>                                      | May move 2 ST per Movement Action [pg73]                                                                                                              |        |          |        |         |            |          |
| <b>Hold Fast</b>                                    | 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     |
| <b>Hold Fast</b>              | 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] |        |          |        |         |            |          |
| <b>Mounted</b>                | 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     |
| <b>Battle Smiter</b>                          | +1 Combat Dice in single combats [pg71]  |        |          |        |         |            |          |
| <b>Mounted</b>                                | 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     |
| <b>Mounted</b>                  | 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     |
| <b>Mounted</b>       | 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     |
| <b>Mounted</b>       | 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     |
| <b>Mounted</b>       | 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     |
| <b>Replacements</b> | 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 |
| <b>Agile</b>          | No penalties in Rough Terrain [pg67]                                                                                            |        |        |          |        |         |            |              |
| <b>Evade</b>          | 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)                                                                                                                                                                                                                          | 23     | 10     | 0        | 3      | 3       | 2          | None     |
| <b>Counter Charge</b>            | 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] |        |        |          |        |         |            |          |
| <b>Disengage</b>                 | 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]                                                                           |        |        |          |        |         |            |          |
| <b>Spears as Tribute</b>         | Add +2 Combat Dice while at full Stamina [pg70]                                                                                                                                                                                                        |        |        |          |        |         |            |          |
| <b>Throwing Spears</b>           | May use a one-off missile attack; shoot within 1 ST on 4 Dice OR add two Combat Dice when charging.                                                                                                                                                    |        |        |          |        |         |            |          |

| NORMAN KNIGHTS           |                                                                                                                                                                                                                                                        |        |        |          |        |         |            |          |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|----------|--------|---------|------------|----------|
| Qty                      | Type                                                                                                                                                                                                                                                   | Points | Combat | Shooting | Armour | Stamina | Reputation | Missiles |
| 4                        | Heavy Riders (Medium Cavalry)                                                                                                                                                                                                                          | 28     | 10     | 0        | 3      | 3       | 3          | None     |
| <b>Counter Charge</b>    | 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] |        |        |          |        |         |            |          |
| <b>Disengage</b>         | 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]                                                                           |        |        |          |        |         |            |          |
| <b>Spears as Tribute</b> | Add +2 Combat Dice while at full Stamina [pg70]                                                                                                                                                                                                        |        |        |          |        |         |            |          |
| <b>God Wills It!</b>     | Hit on a 4+ in Combat when Unit is at full strength (5+ if damaged).                                                                                                                                                                                   |        |        |          |        |         |            |          |
| <b>Throwing Spears</b>   | May use a one-off missile attack; shoot within 1 ST on 4 Dice OR add two Combat Dice when charging.                                                                                                                                                    |        |        |          |        |         |            |          |