

# LORD RAGLAN'S BYW ENGLISH 1346

TOTAL POINTS 441

Hero Points 134

Unit Points 307

Reputation 45

Reputation Tokens 12

## HEROES

### LORD RALPH NEVILLE

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	31	3	0	4	2	4	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]						

### LORD HENRY PERCY

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	31	3	0	4	2	3	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]						

### WILLIAM ZOUCHE

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	4	2	2	None
<b>Battle Smiter</b>	+1 Combat Dice in single combats [pg71]						

### LORD SALISBURY

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	18	1	0	4	1	2	None
<b>Battle Smiter</b>	+1 Combat Dice in single combats [pg71]						
<b>On My Command, Unleash Hell</b>	Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]						

### JOHN DE COUPLAND

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

WILLIAM MELTON, ARCHBISHOP OF YORK							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	19	2	0	4	2	2	None
<b>Mounted</b>	May move 2 ST per Movement Action [pg73]						

## UNITS

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

ENGLISH LONGBOWMEN								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
6	Warriors (Formed Archers)	27	8	8	2	4	3	Elf Bow / Crossbow / Longbow
<b>Marksmen</b>	+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]							
<b>Replacements</b>	Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]							

WELSH SPEARMEN								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	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]							

SKIRMISHERS								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Skirmishers (Shooters)	13	6	6	2 (3)	2	1	Elf Bow / Crossbow / Longbow
<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]							