

300 Pts - Ancient Briton - Ancient Briton 300

Name	#	Group	Size	Ldr	Move	Clash	Sustain	Short	Long	Morale	Stam	Option Summary	Cost
Division	1	Division											147
General	1	HQ		8	12"	+3	+3						[0]
Re-roll													
Warband	1	Infantry, Medium Warband	Standard		6"	9	6	2	-	5+	6	Jav Sword WildF3	[28]
Javelin; Swords; Wild Fighters													
Warband	1	Infantry, Medium Warband	Standard		6"	9	6	2	-	5+	6	Jav Sword WildF3	[28]
Javelin; Swords; Wild Fighters													
Warband	1	Infantry, Medium Warband	Standard		6"	9	6	2	-	5+	6	Jav Sword WildF3	[28]
Javelin; Swords; Wild Fighters													
Light Chariot	1	Light Chariot	Standard		9"	6	5	4	-	4+	6	Jav	[27]
Javelin													
Light Cavalry	1	Light Cavalry	Standard		9/12"	7	5	3	-	6+	6	Jav	[25]
Javelin													
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav	[11]
Javelin													
Division	1	Division											148
Commander	1	HQ		8	12"	+1	+1						[0]
Warband	1	Infantry, Medium Warband	Standard		6"	9	6	2	-	5+	6	Jav Sword WildF3	[28]
Javelin; Swords; Wild Fighters													
Warband	1	Infantry, Medium Warband	Standard		6"	9	6	2	-	5+	6	Jav Sword WildF3	[28]
Javelin; Swords; Wild Fighters													
Fanatics Warband	1	Infantry, Medium Warband	Standard		6"	9	6	2	-	5+	6	Jav Sword WildF3 Fanatic	[29]
Javelin; Swords; Wild Fighters; Fanatic													
Light Chariot	1	Light Chariot	Standard		9"	6	5	4	-	4+	6	Jav	[27]
Javelin													
Light Cavalry	1	Light Cavalry	Standard		9/12"	7	5	3	-	6+	6	Jav	[25]
Javelin													
Skirmishers	1	Infantry, Skirmisher	Small		6"	3	2	2	-	-	4	Jav	[11]
Javelin													
Total Cost:													295

Option Footnotes

Special Rules	
Fanatic	• Morale save +1 until Shaken (p100 rulebook)
Re-roll	• Once per game may reroll one Order test even if blundered (p80 rulebook)
Wild Fighters	• Re-roll three missed combat attacks in the first round of the game (p107 rulebook)
Upgrade	
Make General	
Weapons	
Javelin	R: 6"
Swords	

Validation Report

1. Hail Caesar Books: 1. Rulebook lists; 3. Race: Ancient Briton Army
List satisfies all enforced validation rules

Group	Min	Max	Used
Infantry	6	0	6 (Min: 6)
Skirmisher	0	0	2
Cavalry	0	0	2
Chariots	0	0	2