

Hail Caesar
Battle of Otford

Name	Size	M	Clash	Sust	SR	LR	Morale	Sta	Weapon	Special	Points	Notes
<i>Kentish First Division</i>												
Medium Cavalry	Small	9	6	3	2	0	5+	4	Spears		19	8 GB Saxon
Medium Cavalry	Small	9	6	3	2	0	5+	4	Spears		19	8 GB Saxon
Medium Cavalry	Small	9	6	3	2	0	5+	4	Spears		19	8 Foundry
<i>Kentish Second Division</i>												
Heavy Infantry Hearthtroop	Std	6	7	7	3	0	4+	6	Spears	Valiant, Stubborn, Tough, Elite	36	18 Goth
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	GB Plastic
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	GB Plastic
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	GB Plastic
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	Geoguth
Infantry Skirmishers	Small	6	3	2	2	0	0	4	Javelin		11	GB
<i>Kentish Third Division</i>												
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	GB Plastic
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	GB Plastic
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	Geoguth
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	Duguth
Infantry Skirmishers	Small	6	3	2	2	0	0	4	Javelin		11	GB
Infantry Skirmishers	Small	6	2	2	2	2	0	4	Sling		12	GB
<i>Kentish Fourth Division</i>												
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	GB Plastic
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	Geoguth
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	GB Plastic
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	Geoguth
Infantry Skirmishers	Small	6	2	2	2	2	0	4	Sling		12	Saxon
<i>Commanders</i>												
Ecgberht II, King of Kent	CiC								Leadership	Division	25	
Eolmund, Prince of Kent	Sub								8	1		
Hereberht, Ealdorman	Sub								8	3		
Sigeraed, Ealdorman	Sub								8	4		
Points											461	

Ranges

Bow 18, Sling 12, Javelin 6

Sling

Enemy MS - 1 at SR

Jaenberht

If Ecgberht falls Jaenberht can replace with Ld 8.

Pig's Head/ Close Ranks

All infantry except Welsh

SUB = Subordinate

CiC = Overall commander

Elite p99

Recover from disorder on 4+

Stubborn

Re-roll *one* failed morale until 3 hits.

Tough Fighters

Re-roll single missed combat each round

Valiant

Break test re-rolls once per battle.

Hail Caesar
First Battle of Otford

Name	Size	M	Clash	Sust	SR	LR	Morale	Sta	Weapon	Special	Points	Notes
<i>Mercian First Division (Welsh)</i>												
Medium Cavalry	Std	9	8	5	3	0	5+	6	Spears		27	12 Welsh
Medium Cavalry	Std	9	8	5	3	0	5+	6	Spears		27	12 Goth
Light Cavalry	Small	12	5	3	2	0	6+	4	Javelin	Feigned Flight	19	8 Welsh
<i>Mercian Second Division</i>												
Heavy Infantry Prince's Guard	Std	6	7	7	3	0	4+	6	Spears	Stubborn, Tough	30	18 Gedriht
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	GB Geoguth
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	GB Geoguth
Medium Infantry Ceorls	Std	6	6	6	3	0	5+	6	Spears		23	GB Geoguth
Infantry Skirmishers	Small	6	3	2	2	0	0	4	Javelin		11	Welsh
<i>Mercian Third Division</i>												
Heavy Infantry Hearthtroop	Std	6	7	7	3	0	4+	6	Spears	Valiant, Stubborn, Tough, Elite	36	Musketeer
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	M's Plastic
Saxon Heavy Infantry	Std	6	7	7	3	0	4+	6	Spears		26	M's Plastic
Saxon Heavy/ Medium Infantry	Std	6	7	7	3	0	4+	6	Spears	Combined Formation	25	Crusader
Saxon Heavy/ Medium Infantry	Std	6	7	7	3	0	4+	6	Spears	Combined Formation	25	Crusader
Infantry Skirmishers	Small	6	2	2	2	2	0	4	Sling		12	Pagenses
<i>Mercian Fourth Division (Welsh)</i>												
Welsh Teulu/ Medium Infantry	Std	6	7	7	3	0	4+	6	Spears	Combined Formation	25	18 Noble Welsh
Welsh Bonnedig Light Infantry	Sml	6	3	3	2	0	6+	4	Javelin	Skirmish	13	12 Black
Welsh Teulu/ Medium Infantry	Std	6	7	7	3	0	4+	6	Spears	Combined Formation	25	18 Welsh
Welsh Teulu/ Medium Infantry	Std	6	7	7	3	0	4+	6	Spears	Combined Formation	25	18 Welsh
Infantry Skirmishers	Small	6	2	2	2	2	0	4	Bow		12	Welsh
<i>Commanders</i>												
Offa, Rex Anglorum	CinC								Leadership	Division	25	4 dice
Ecgfrith , Mercian Prince	Sub								8	3		
Rhodri, Welsh Prince	Sub								8	1		
Cynan, Welsh Prince	Sub								8	4		
Points											458	

Ranges

Bow 18, Sling 12, Javelin 6

Sling

Enemy MS - 1 at SR

Rex Anglorum: If Offa should die he is replaced with a Ld 6 General with no re-roll. However he only dies on 1 (2-6 he is wounded)

Elite

Recover from disorder on re-roll of 4+ at start of turn.

Pig's Head/ Close Ranks

All infantry except Welsh

SUB = Subordinate

CIC = Overall commander

Valiant

Break test re-reroll once per battle.

Feigned Flight

Can move out of combat

Tough Fighters

Re-roll single missed combat each round

Stubborn

Re-roll *one* failed morale until 3 hits.

Combined Formation: Heavy Infantry until shaken then Medium Infantry.