ARMY	DATE	ALLIES	PBS Terrain Maps	Player	Contact Details
Gallic	200BC		Jungle, Coastal	Simon Hall	07884 382769

C-in-C and Sub Generals

General	Name	Type	Ally?	Pts	C&C Cards
C in C		Competent Instinctive	NA	400	3
Sub 1		Competent Instinctive	no	400	3
Sub 2	Highland Ally	Mediocre Instinctive	yes	100	2
Sub 3	Gaesatae Ally	Competent Instinctive	yes	300	3

Set up modifiers	
PBS MAP CARDS	5 cards
SCOUTING CARDS	1 cards
TuGs to Break	6
Points total	**11938**

TuGs

UG No	Name	Type	Training & Formation	Quality	Shooting	Protection	Weaponry		Special Characteristics			Number of bases	per base	Points Total	to break
							MELEE	SHOOTING	A	B	C				
0	**CAMP**	CAMP	Formed Loose	Poor	NA	NA	NA	NA	-	NA	NA	3	**49**	147	2
1	Gallic Bodyguards	INFANTRY	Tribal Flexible	Superior	-	Protected	-	-	Devastating Chargers	Melee Expert	Fanatic	4	**224**	896	2
2	Gallic Nobles	INFANTRY	Tribal Flexible	Superior	-	Protected	-	-	Devastating Chargers	Melee Expert	-	4	**168**	672	2
3	Gallic Warriors	INFANTRY	Tribal Flexible	Average	-	Protected	-	-	Devastating Chargers	-	-	9	**100**	900	5
4	Gallic Warriors	INFANTRY	Tribal Flexible	Average	-	Protected	-	-	Devastating Chargers	-	-	9	**100**	900	5
5	Gallic Warriors	INFANTRY	Tribal Flexible	Average	-	Protected	-	-	Devastating Chargers	-	-	9	**100**	900	5
6	Allied Highlanders	INFANTRY	Tribal Loose	Average	-	Protected	-	-	Devastating Chargers	-	-	9	**90**	810	5
7	Allied Highlanders	INFANTRY	Tribal Loose	Average	-	Protected	-	-	Devastating Chargers	-	-	9	**90**	810	5
8	Allied Gaesati	INFANTRY	Tribal Loose	Superior	-	Unprotected	-	-	Devastating Chargers	Melee Expert	-	9	**116**	1040	5
9	Allied Gaesati	INFANTRY	Tribal Loose	Superior	-	Unprotected	-	-	Devastating Chargers	Melee Expert	-	9	**116**	1040	5
10	Gallic Cavalry	CAVALRY	Formed Loose	Superior	-	Protected	Short Spear	-	-	Melee Expert	-	6	**196**	1176	3
11	Gallic Cavalry	CAVALRY	Formed Loose	Average	-	Protected	Short Spear	-	-	Melee Expert	-	6	**140**	840	3
													0	0	0
													0	0	0
													0	0	0
													0	0	0
													0	0	0
									-	-	-		**0**	0	0
													0	0	0
													0	0	0
													0	0	0
													0	0	0

SuGs, Artillery and Expendables

1	Skirmishing Javelinmen	INFANTRY	Skirmisher	Average	Experienced	Unprotected	-	Javelin	Combat Shy	-	-	9	**33**	293	3
2	Skirmishing Archers	INFANTRY	Skirmisher	Average	Experienced	Unprotected	-	Bow	Combat Shy	-	-	6	**53**	315	2
													0	0	0
													0	0	0
													0	0	0
													0	0	0
													0	0	0
													0	0	0
													0	0	0
													0	0	0

Generals	1200	TuGs	10130	SuGs	608

SCORING SYSTEM - minimum score is 0

TRIUMPH	DAMAGE DONE SCORE			SURVIVAL or DESTRUCTION
If you break your opponents army you have a Triumph	Per enemy TuG Destroyed	**2 Victory Points**	Max	If you live to fight another day (or mutual break)
15 Victory Points	Per enemy SuG destroyed	**1 Victory Point**	10	**+2/-2 Victory Points**