


ARMY		DATE	ALLIES				PBS Terrain Maps		MORTEM ET GLORIAM				Player	Contact Details			
Medieval French		1405AD					Standard										
C-in-C and Sub Generals													Set up modifiers				
General	Name	Type				Ally?	Pts	C&C Cards					PBS MAP CARDS		5 cards		
C in C	Charles VII	Competent Instinctive				NA	400	3					SCOUTING CARDS		2 cards		
Sub 1	Duc D'Orleans	Competent Instinctive				no	400	3					TuGs to Break		4		
Sub 2	Duc bu Baton Rouge	Competent Instinctive				no	400	3		Points total		11991					
Sub 3		na				no	0	0									
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	Best Noble Knights	CAVALRY	Formed Loose	Exceptional	-	Fully Armoured	Charging Lancer	-	Melee Expert	Devastating Chargers	Dismountable	6	476	2856	3		
2	French Men-at-Arms	CAVALRY	Formed Loose	Superior	-	Fully Armoured	Charging Lancer	-	Melee Expert	Devastating Chargers	Dismountable	6	392	2352	3		
3	French Men-at-Arms	CAVALRY	Formed Loose	Superior	-	Fully Armoured	Charging Lancer	-	Melee Expert	Devastating Chargers	Dismountable	6	392	2352	3		
4	French Crossbowmen	INFANTRY	Formed Loose	Average	Experienced	Unprotected	-	Crossbow	-	-	-	6	86	516	3		
5	French Crossbowmen	INFANTRY	Formed Loose	Average	Experienced	Unprotected	-	Crossbow	-	-	-	6	86	516	3		
6	Genoese Crossbowmen	INFANTRY	Drilled Loose	Average	Skilled	Protected	-	Crossbow	Pavise	-	-	6	150	900	3		
7	Vouligiers	INFANTRY	Formed Close	Average	-	Protected	2-H Cut-Crush	-	-	-	-	6	90	540	3		
									-	-	-		0	0	0		
									-	-	-		0	0	0		
SuGs, Artillery and Expendables																	
9	Bidets	INFANTRY	Skirmisher	Average	Experienced	Unprotected	-	Javelin	Combat Shy	-	-	9	34	306	3		
10	Bidets	INFANTRY	Skirmisher	Average	Experienced	Unprotected	-	Javelin	Combat Shy	-	-	9	34	306	3		
									-	-	-		0	0	0		
Generals		1200				TuGs		10179		SuGs		612		MORTEM ET GLORIAM			
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								