ARMY	DATE	ALLIES	PBS Terrain Maps	Player	Contact Details
Lowland Thracian					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		Mediocre Instinctive	no	200	2
Sub 2	Highland Thracian Allies	Competent Instinctive	yes	300	3
Sub 3	Barstanae Allies	Competent Instinctive	yes	300	3

Set up modifiers

PBS MAP CARDS	5 cards
SCOUTING CARDS	3 cards
TuGs to Break	7
Points total	**11967**

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	Mounted Nobles	CAVALRY	Formed Loose	Superior	-	Protected	Short Spear	-	Melee Expert	-	-	6	**196**	1176	3
2	Mounted Nobles	CAVALRY	Formed Loose	Superior	-	Protected	Short Spear	-	Melee Expert	-	-	6	**196**	1176	3
3	Thracian Warriors	INFANTRY	Tribal Flexible	Average	Experienced	Protected	Short Spear	Javelin	-	-	-	6	**90**	540	3
4	Thracian Warriors	INFANTRY	Tribal Flexible	Average	Experienced	Protected	Short Spear	Javelin	-	-	-	6	**90**	540	3
5	Thracian Warriors	INFANTRY	Tribal Flexible	Average	Experienced	Protected	Short Spear	Javelin	-	-	-	6	**90**	540	3
6	Mounted	CAVALRY	Formed Loose	Average	-	Protected	Short Spear	-	-	-	-	4	**110**	440	2
7	Barstanae Cavalry	CAVALRY	Formed Loose	Superior	-	Protected	Short Spear	-	Melee Expert	-	-	6	**196**	1176	3
8	Barstanae Cavalry	CAVALRY	Formed Loose	Superior	-	Protected	Short Spear	-	Melee Expert	-	-	6	**196**	1176	3
9	Barstanae Foot	INFANTRY	Tribal Loose	Average	-	Protected	-	-	Devastating Chargers	-	-	8	**90**	720	4
11	Highland Foot	INFANTRY	Tribal Loose	Average	-	Protected	-	-	Devastating Chargers	Melee Expert	-	9	**110**	990	5
12	Highland Foot	INFANTRY	Tribal Loose	Average	-	Protected	-	-	Devastating Chargers	Melee Expert	-	9	**110**	990	5
13	Highland Nobles	INFANTRY	Tribal Loose	Superior	-	Protected	-	-	Devastating Chargers	Melee Expert	-	6	**154**	924	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

SuGs, Artillery and Expendables

1	Highland Skirmishers	INFANTRY	Skirmisher	Poor	Experienced	Unprotected	-	Javelin	Combat Shy	-	-	9	**26**	232	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

Generals	1200	TuGs	10535	SuGs	232

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**