

## Hail Caesar Stats for 1066 and After That

### The Norman Defenders

Unit	Mov e	Armed with	Clas h	Sustaine d	Short Rang e	Long Rang e	Moral e	Stamin a	TRAITS
Dismounted Knights	6	Swords	7	7	0	0	4+	6	Stubborn
Medium Foot	6	Spears and Sword	5	5	0	0	5+	6	
Cross Bows	6	Crossbows	5	5	3	3	5+	6	

### The Norman Relief Force

Unit	Mov e	Armed with	Clas h	Sustaine d	Short Rang e	Long Rang e	Moral e	Stamin a	TRAITS
Knights	9	Lances and Sword	9	6	0	0	4+	6	Frenzied Charge Tough Fighters
Knights	9	Lances and Sword	9	6	0	0	4+	6	Frenzied Charge Tough Fighters
Heavy Foot	6	Spears and Sword	7	7	0	0	4+	6	
Medium Foot	6	Spears and Sword	5	5	0	0	5+	6	

### The Anglo Saxon Rebels

Unit	Mov e	Armed with	Clas h	Sustaine d	Short Rang e	Long Rang e	Moral e	Stamin a	TRAITS
Huscarls	6	Two Handed Axes and Swords	8	7	2/0	0	4+	6	Elite Stubborn Tough Fighters Valiant
Thegns and Cheols	6	Swords	7	7	3	0	4+	6	Stubborn Can form Shield

									Wall
General Fyrd	6	Spears and Improvised	5	5	3	0	0	6	
Archers	6	Spears and Sword	4	4	3	3	0	6	

### The Norse Allies

Unit	Move	Armed with	Class	Sustained	Short Range	Long Range	Morale	Stamina	TRAITS
Huscarls	6	Axes and Swords	7	7	3	0	4+	6	Elite Stubborn Tough Fighters Valiant
Hirdmen	6	Axes and Swords	7	7	3	0	4+	6	Tough Fighters
Berserks	6	Axes and Swords	7	7	0	0	6+	6	Tough Fighters Wild Fighters

### TRAITS

Elite	Recover from disorder on a 4+
Frenzied Charge	Must change any enemy with 3 moves distance if it passes a command roll and will will move that distance irrespective of result: If unsuccessful the unit must move 1 move towards the enemy: Must also use initiative to change where it may do so.
Stubborn	May re-roll 1 failed morale test
Shield Wall	Move at Half Speed, Deduct -1 from all combat values, Add +1 to Moral Value and Add +1 to any Break Test rolling resulting from hand to hand combat
Tough fighters	May re-roll 1 missed close combat attack
Wild Fighters	May re-roll up to 3 missed combat attacks in the first round of Close combat during the a battle
Valiant	May reroll one failed break test per battle