


**ARMY OF LAKE TOWN; MAXWELL THE MASTER; BATTLE NAME; MONTH YEAR – V7**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
TURN																				
FIRING																				
OTHER																				

**STATUS COLUMN: EITHER PERIOD TROOP TYPE and/or SELECTED STRATEGY (Place letters in Status column) - Ambush (A); Disloyal (D); Experienced Warlord (EW); Fanatic (F); Impetuous (I); Imposing Horsemen (IH); Javelins (J); Loyal Troops (L); Levy (LE); Militia Troops (M); Regular Troops (R); Religious Symbol (RS); Shieldwall (S); Veteran (V); Warrior (W)**

	Title	Class Cohesion Points						Order	Body Armour	Weapons	Status	LP	Melee Add	Fire Range	D6 for firing	Move	Bravery	Aggression	Defence	Men 50:1
		A 6	B 5	C 4	D 3	E 2	E 1													
The Master	<span style="color: red;">Maxwell</span>																			1
The Bowman	<span style="color: red;">Bard</span>																			1
Town Archers 1	Lake Town																			100
Town Archers 2	Lake Town																			100
Town Spearmen 1	Lake Town																			100
Civilians 1	Lake Town																			500
<b>TOTAL</b>																				<b>802</b>
<b>STRENGTH WEAKNESS</b>																				

The Mailed Spearmen & Archers will be mounted on transport horses but must dismount to fight. They can form part of the Dol Amroth field army of 10 bases.

The City & Town Militia bases are only to defend the Settlements & their adjoining lands in Dol Amroth. These 8 Town Militia bases can be used to garrison any of the 6 Settlements if any it is besieged.