

ARMY OF DOL AMROTH; PRINCE IMRAHIL; BATTLE NAME; MONTH YEAR @ 50:1 – V3

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

Prince Imrahil is a HERO, has Epic Challenge, Epic Strike, Epic Charge & a Special Rule - Inspiring Leader (Men)
 Swan Knights & Men-at-Arms can make an Unstoppable Charge on a 4, rather than a 6, if they can reach their foe
 Any 'D' letters in the Other row in the table above, show potentially DISLOYAL troops & the Turn from which that Disloyalty needs to be tested from

	Race Type	Wounds/Company						M BW	F/Sh D6 & Shoot	Strength Weapons	Defence Armour (Shield)	Attack	Resilience Wounds	Courage	Might Will Fate	Wargear Type	Wargear Weapons	Magic	No. of Creatures
		1	2	3	4	5	6	Ride/Walk	Dice	Factor	Factor	Dice	Factor	Factor	Factor	Factor	Actual	Factor	Number
Prince of Dol Amroth	IMRAHIL							4/2	7/0	-	-	-	6	6	3/0/0	EHC	Lance, Swd, Sh	-	1
Swan Knights 1	Dol Amroth							4/2	5/-	3	5	8	6	4	2	EHC/I	Lance, Swd, Sh	-	250
Men-at-Arms 1	Dol Amroth							4/2	4/4+	3	5	8	6	4	-	EHC/I	Lance, Swd, Sh	-	250
Men-at-Arms 2	Dol Amroth							4/2	4/4+	3	5	8	6	4	-	EHC/I	Lance, Swd, Sh	-	250
Men-at-Arms 3	Dol Amroth							4/2	4/4+	3	5	8	6	4	-	EHC/I	Lance, Swd, Sh	-	250
Mailed Spearmen 1	Dol Amroth							0/2	4/4+	3	5	8	10	4	-	EHI	Pike, Swd, Sh	-	600
Mailed Spearmen 2	Dol Amroth							0/2	4/4+	3	5	8	10	4	-	EHI	Pike, Swd, Sh	-	600
Mailed Spearmen 3	Dol Amroth							0/2	4/4+	3	5	8	10	4	-	EHI	Pike, Swd, Sh	-	600
Mailed Archers 1	Dol Amroth							0/2	3/3+	3	4	8	7	2	-	HI	Bow, Swd, Sh	-	400
Mailed Archers 2	Dol Amroth							0/2	3/3+	3	4	8	7	2	-	HI	Bow, Swd, Sh	-	400
Mailed Archers 3	Dol Amroth							0/2	3/3+	3	4	8	7	2	-	HI	Bow, Swd, Sh	-	400
City Militia 1	Dol Amroth							0/2	3/3+	3	3	7	8	2	-	HI	Spear, Swd, Sh	-	500
Town Milita 1	Dol Amroth							0/2	3/3+	3	2	7	8	2	-	MI	Spear, Swd, Sh	-	500
Town Milita 2	Dol Amroth							0/2	3/3+	3	2	7	8	2	-	MI	Spear, Swd, Sh	-	500
Town Militia 3	Dol Amroth							0/2	3/3+	3	2	7	8	2	-	MI	Spear, Swd, Sh	-	500
TOTAL ARMY SIZE																			6000

Strategy & Objectives	
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*Prince Imrahil will travel with his Swan Knights if summoned to meetings by the Steward of Gondor

* 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 Companies. The Militia bases are only to defend the Settlements & their adjoining lands in Dol Amroth