

WAR & CONQUEST

CELTIC WARBAND ARMIES

The following Army Organisation List (AOL) will enable you to build a Celtic Warband army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. This is Version 7, January 2018. Feedback and observations are most welcome.

Celtic warband armies fought throughout Europe. These included the Gauls, Galatians, Ancient British and a number of others. This list will be expanded to include these specific tribes and some (such as the Germans) already exist as separate AOL's.

Players are reminded to check the warbands rule on page 128.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army.
Strategy Intervention Points are not pooled in a Warband Army.

CAVALRY & CHARIOTS

Up to 40% of the points value of the army may be selected from cavalry and chariots

WARRIOR FORMATIONS

At least 40% of the points value of the army must be Warrior formations.

SKIRMISH FORMATIONS

Up to 15% of the points value of the army may be selected from skirmish formations

ALLIED TRIBAL FORMATIONS

Up to 40% of the points value of the army may be selected

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War. Alternatively you can increase the size of your army with extra formations.

PERSONALITIES OF WAR

0-1 WARLORD

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	+2	Army General Loyal	2	10"	170

Equipment: As unit

Armour Value: As unit

Options: May take up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

May ride in a chariot for 17 points with an Armour Value of 3

CHIEFTAIN

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+2	-	2	10"	120

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

May ride in a chariot for 17 points with an Armour Value of 3

Special: May be upgraded to Army General for 20 points and will be Army General if the Warlord is not in the army or killed during the battle.

ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army Standard	-	-	80

Equipment: As unit

Armour Value: As unit

Special: Increases the Army Generals Zone of Control by 5"

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

May ride in a chariot for 17 points with an Armour Value of 3

NOBLE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	-	60

Equipment: As unit

Armour Value: As unit

Formation: Personality

A Noble must start the battle in a unit and remain there throughout

May be mounted for 10 points

May ride in a chariot for 17 points

Special: *Our Life For Yours* - should a Noble be in the same unit as the Army General, and that model lose their last life, you may remove the Noble instead, provided he does not also die in the same round of combat!

DRUIDS AND SHAMANS

Mo	L	S	Abilities	SIPS	ZOC	Pts
7	1	-	-	-	-	60

Equipment: As unit

Armour Value: As unit

Options: May take 1 Strategy Intervention Point for 20 points.

Formation: Personality

Must be placed in a unit at the start of the battle and remain there throughout

May ride in a chariot for 22 points

Special: Druids and shamans play a part in warband societies. A warband formation may reroll any failed Combat Morale Test when accompanied by a shaman or druid. All dice may be used, including any added through Strategy Intervention Points.

CAVALRY AND CHARIOTS

CHARIOTS

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
4	3	3	7	3	2	2	8	33

Equipment: One warrior and a charioteer riding in a two-horse chariot
The warrior wears light armour and is armed with shield, hand weapon and javelins.

Options: May have throwing weapons at 1 point per model

Special: When moving away after a glancing attack, roll 3D6 and select the highest and lowest results.

If accompanied by the Warlord Chariots are Loyal.

The Ancient Britons are reported to have leapt down, struck at the enemy and then retired. The 3D6 high and low option gives them a chance to do this and make a decent getaway.

Remember if charged by battle formations, they - like other skirmish formations - have to evade.

ELITE CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Light	Warband	19

Equipment: Horse, light armour, shield, hand weapon and javelins

Options: May have throwing weapons at 1 point per model

Special: If accompanied by the Warlord Elite Cavalry are Loyal.

CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Light	Warband Undisciplined	14

Equipment: Equipment: Horse, shield, hand weapon and javelins.

Options: May have throwing weapons at 1 point per model.

WARRIOR FORMATIONS

On the battlefield the tribes gathered into clans or retinues, the best warriors centred around the warlord, chieftain or formation leader.

Before battle begins, you may nominate any of your Warrior formations to become Regular rather than Light with the appropriate formation move and manoeuvre restrictions. However, you must advise your opponent accordingly.

PERSONAL RETINUE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	1	Light	Warband Undisciplined Loyal	11

Equipment: Shield, hand weapon and javelin
Options: May have throwing weapons at 1 point per model.
 May take light armour at 1 point per model

Special: A Personal Retinue may only be taken if a Warlord is selected.

WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Warband Undisciplined	8

Equipment: Shield, hand weapon and javelin
Options: May have throwing weapons at 1 point per model.
 May take Extra Armour at 20 points per unit
 The 'Boldest to the Front' Feature rule may be selected at 20 points per formation.

UNTRAINED WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	1	Light	Warband Undisciplined	6

Equipment: Shield, hand weapon and javelin
Options: May have throwing weapons at 1 point per model.
 The 'Boldest to the Front' Feature rule may be selected at 20 points per formation.

0-1 FANATIC WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	8	1	Light	Warband Undisciplined Fanatical	13

Equipment: Shield, hand weapon and javelins.
Options: May have throwing weapons at 1 point per model.
 The 'Boldest to the Front' Feature rule may be selected at 20 points per formation.

Special: Any Personality accompanying a unit of fanatics becomes fanatical and loses any Zone of Command, they are too busy getting worked up!

I have included this category to account for some of the potentially wilder warriors found in a warband army (and because many gamers have such a unit in their army already!).

SKIRMISH FORMATIONS

SKIRMISH INFANTRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	4

Equipment: Javelin

Options: Unit may replace javelins with slings at no cost.

May have a buckler for 1 point per model

ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	5

Equipment: Bow

SKIRMISH CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	6	1	Skirmish	-	12

Equipment: Horse, shield and javelins

ALLIED TRIBAL FORMATIONS

You may select up to 40% of the army as Allied Tribal Formations. These can be selected from the separate Army Organisation Lists such as the Germans and once complete -the Gauls, Galatians and Ancient Britons etc (to be expanded) and represent other tribes or clans drawn to the Warlord's army

Allied Tribal formations may be led by Chieftains or Nobles selected from the relevant Army Organisation List Personalities of War section.

LEGENDS OF WAR

0 – 1 TRIBAL FOLLOWERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	2	6	-	Light	May Skirmish	4

Equipment: A miscellany of equipment. May throw stones.

Special: *The followers were not a military formation, so movement is limited.*

The unit may only make an advance move. They may make a charge move against enemy skirmishers or a broken enemy unit, other than an elephant.

It may not be joined by a Personality (they wouldn't be seen as hiding behind women's skirts)...

The unit of followers will encourage and cajole friendly troops, casting aspersions on the manhood of those fleeing from the enemy.

A routing unit of friendly troops (from the same tribe) where the leader is within 10" of the unit of Tribal followers may add +1 to its Morale when attempting to rally or taking a Last Chance To Stand test.

The women of the tribe came along with the army to tend to the cooking and to look after their men folk if they were wounded or incapacitated. The women, children and those warriors who were either too infirmed or incapacitated to take their place in the Battle formations would come along and support by attempting to inspire the troops to fight harder (see page 82/83 of the War & Conquest rulebook for more details of the history)

FEATURE RULES

PERSONALITIES IN CHARIOTS

When a Personality rides in their own chariot and accompanies a chariot or skirmish cavalry formation, they use the profile of the unit and contribute their own Morale and number of Strikes as normal. The exception is the druid/shaman, they do get 1 Strike (as they usually have none) when riding in a chariot. Hence the higher points cost for the Druid/shaman chariot. Personalities in chariots are assumed to have the same missile weapons as the unit they accompany.

If accompanying a chariot (or skirmish cavalry) formation, the Personality will benefit from the skirmish +1 to their Armour value (see page 66) but if on their own only gain the Durability 8.

EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.

BOLDEST TO THE FRONT

Infantry Warband formations can be difficult to model on the table top. With the boldest fighters towards the front and the less determined or weaker men to the rear, the Combined Arms Formation can work, but can be difficult to keep track of as most of the warriors look very similar.

So we use the 'Boldest to the Front' Feature rule in order to gain a comparable effect and give the formation a bit of punch in an opening round of combat. Should the formation charge and the dice gods are unkind, you still have a decent chance of holding in combat.

In the opening Round of any combat to the front facing the formation fights with +1 Combat Ability. In addition, if the formation has charged, it also gains +1 Morale Value in the opening round (which may be used to increase the Morale Value of any Celtic Warband Personality of War that is in the formation)

In subsequent rounds of combat, or if fresh enemy join the combat, the increases are not applicable.



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