



THE WELSH

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

Please refer to the introductory online Army Organisation List guide document. This is Version 1, January 2018. Feedback and observations are most welcome.

The Welsh can be considered some of the original Britons. This list covers the period from around 800 AD through to around 1100. At the start of the period the Welsh are pressured by the Anglo Saxons and at the end, by the Normans. The entire period is littered with localised infighting and raiding. It was rare for the Welsh to be unified under one leader, although this did happen on occasion

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army.
Strategy Intervention Points may not be pooled.

WARRIOR FORMATIONS

At least 40% of the points value of the army.

SKIRMISH & CAVALRY FORMATIONS

Up to 20% of the points value of the army

ALLIED FORMATIONS

Up to 20% of the points value of the army may be selected from one army list.

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 HIGH KING (TEYRN)

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	+2	Army General Loyal	3	10"	180

Equipment: As unit

Armour Value: As unit

Options: May add 1 additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently and has an Armour Value of 2.

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

NOBLE (UCHELWYR)

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+2	Loyal	1	10"	110

Equipment: As unit

Armour Value: As unit

Options: May add 1 additional Strategy Intervention Point for 20 points. May be upgraded to Army General for 20 points

Formation: Personality

May move independently and has an Armour Value of 2.

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

LEADER

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

Equipment: As unit

Armour Value: As unit

Formation: Personality

Must be placed in a unit at the start of the battle and remain there throughout May be mounted for 10 points with an Armour Value of 3

ARMY STANDARD

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

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently with an Armour Value of 2 or may be mounted for 10 points with an Armour Value of 3

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

0-1 PRIEST (OFFEIRIAD)

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	-	-	1	-	80

Equipment: As unit

Armour Value: As unit

Formation: Personality

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

Options: May be mounted for 10 points with an Armour Value of 2

Special: A formation may reroll any failed Combat Morale Test when accompanied by a Priest. All dice may be used, including any added through Strategy Intervention Points

WARRIOR FORMATIONS

0-1 TEULU (BODYGUARD)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Light	Warband Loyal	16

Equipment: Light armour, shield, hand weapon, javelin and throwing spear

Options: May be mounted on British Ponies at 6 points per model

PRIODAU (FREEMEN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Warband Undisciplined	13

Equipment: Shield, hand weapon and throwing spear.

Options: May have javelins at 1 pt per model. One formation may have Extra Armour at 20 points

Special: For each unit of Priodau in your army, you must have a unit of Bonnedig of equal or greater size.

BONNEDIG (POOREST FREEMEN)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Light	Warband Undisciplined	9

Equipment: Shield, hand weapon and throwing spear

Options: May have javelins at 1 pt per model.

SKIRMISH & CAVALRY FORMATIONS

BONNEDIG (POOREST FREEMEN) SKIRMISHERS

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

Equipment: Javelins

Options: May replace javelins with slings for no cost

Javelin and sling armed troops may have buckler for 1 point per model

TAE OG (SLAVE) SKIRMISHERS

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

Equipment: Each unit may have either slings or javelins.

0-1 MOUNTED RAIDERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	-	17

Equipment: British Ponies, light armour, shield, hand weapon, javelins and throwing weapon.

Special: May Skirmish

ALLIED FORMATIONS

You may select formations from one list from the following choices, representing a faction or warlord supporting the Welsh cause -

VIKING
HIBERNIA
CALEDONIA
NORMAN

The cost of any Allied Personalities must come from the Welsh Personality allowance and they may only use their own Strategy Intervention Points on their own nationalities formations unless specifically noted otherwise.

LEGENDS OF WAR

Remember, Legends of War are an additional selection and can only be used if both players have agreed before the game begins. Players should always respect the decision of the other player. Refer to the Online Army List Introduction found on the Scarab Forum in the Resources section.

During this period several possible 'myths' about the Welsh appear - these are offered as Legends of War -

'STICK THEM WITH THE POINTY END'

There is some evidence to suggest the Welsh became effective spearmen, and to represent this you may replace throwing spears with thrusting spears at 1 point per model. If you choose to do this, all Welsh formations must be upgraded unless the bow option has been selected for the formation.

'RUN TO THE HILLS'

The Welsh were renowned for ambushing and then disappearing into the hills or forests. We represent this to some extent with the Feature Rules 'Born to the Highlands' and 'British Ponies' but to add additional character the Welsh may use the following rule -

- Provided over half the formation is within Uneven or Difficult terrain it may reroll any failed Morale or Combat Morale test. This includes Morale tests when attempting to Rally.
Points Cost: 10% of Army Total.

FEATURE RULES

LOYAL

A Personality 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.

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.

BORN TO THE HIGHLANDS

All Welsh warriors advance, double-pace and charge normally in *uneven terrain*. They treat *difficult terrain* as *uneven terrain* as per WAC page 58

BRITISH PONIES

British ponies are incredibly hardy and spend most of their time living wild in the highland environments so are used to harsh terrain. Warriors mounted on British Ponies have an advance move of 7". They are also subject to the 'Born to the Highlands' rule above.

THE BOW

Sometime during this period the Welsh started to gain a reputation for using the bow, although it was only later when their proficiency with the longbow became paramount. To represent this Priodaur and Bonnedig warrior formations may replace throwing spears and shields with bows for up to half the formations in the army.

If bow armed the formation may not have javelins but may skirmish.



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