

EARLY PICTS C.211 – C.550 CE

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CORE

This army list covers Pictish armies from the disappearance of the Caledonian name from history to decline of the use of chariots as a major arm.

An Early Pictish army must include a King or Sub-King and at least two units of Warriors.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 3 sub-commanders
- Core:** Must include at least 2 units of warriors
May include up to 8 other core troop selections
- Support:** May include up to 4 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 4 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 25% of the points available may be spent on troops from the Allies section

COMMAND

An Early Pictish army must include a general and may include up to 3 sub-commanders. They may use the extra traits listed in the Age of Ravens source book.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	7 + 2	9 + 2	+3	ARMY GENERAL, HEROIC LEADER	50
SUB-KING	6 + 1	8 + 1	+2		FREE

Upgrades: The general may choose not to take the Heroic Leader trait.
May choose to be mounted on a chariot or horse at a cost of +10 pts.

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profiles.

Up to 3 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CHIEFTAIN	6 + 1	8 + 1	+2	HEROIC LEADER	55

Upgrades: May choose to be mounted on a chariot or horse at a cost of +10 pts.

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profile.

Players may select up to 10 units from the Core section and must select at least two units of Warriors as compulsory troops.

Warriors

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	5	7	10

Weapons: Hand Weapon, Javelins
Armour: Shield
Special Rules: Limited Missiles, Warband
Upgrades: Closed order units may take long spears in exchange for their javelins at a cost of 1 pt per model.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Support units may be chosen.

Up to 1 unit of Nobles

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	4	6	4+	1	6	8	17

Weapons: Hand Weapon, Throwing Spear
Armour: Shield
Special Rules: Warband
Upgrades: May add javelins at a cost of 1pt per model.
 May add light armour upgrading ARM to 5+ but reducing MR to 10 at a cost of 2 pts per model.
 Closed order units may exchange throwing for long spears at no cost.

Up to 1 unit of Mounted Nobles

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	4	5+	4+	1	6	8	31

Weapons: Hand Weapon, Throwing Spear, Javelins
Armour: Shield
Special Rules: Bodyguard, Impetuous Cavalry, Missile Charge (if javelin armed)
Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
 May add javelins at a cost of 3 pts per model.

or

Up to 1 unit of Noble Light Chariots

Models per unit: 3-8

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	2	4	3+	4+	1	8	8	55

Weapons: Hand Weapon, Long Spear, Javelins
Armour: Light Armour
Special Rules: Bodyguard, Fearsome
Upgrades: None

Up to 2 units of Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	15	4+	1	3	5+	4+	1	6	6	18

Weapons: Javelins, Hand Weapon
 Armour: Shield
 Special Rules: Missile Charge
 Upgrades: None

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

Skirmishers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Javelins, Sling or Self Bow, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: May add buckler and hand weapon, upgrading ARM to 6, at a cost of 1 pt per model.
 Every second unit may replace javelins with self bows or light crossbows at no cost.
 One unit may exchange javelins for hand weapon and increase HTH to 3 and ML to 7, at a cost of 3 pts per model.
 One unit (not the first taken) may be given the Scouts unit rule at a cost of 1 pt per model.

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

- Scots-Irish
- Early Anglo-Saxons
- Early Welsh

EARLY PICTISH ALLIES

Allied armies may take the following Welsh troops as allies. Pictish allies are subject to the 'Allies' special rule (see page 101).

- Up to 1 sub-commander
- Up to 1 unit of Nobles (either foot, mounted, chariots)*
- 1-2 units of Warriors
- Up to 1 unit of Skirmishers

*only if a sub-commander is present; must be outnumbered by warriors