

EARLY WELSH C.400 – C.700 CE

(version June 1st, 2012)

CORE

This army list covers non-Romanised armies in Britain that emerged out of the shadows following the departure of the Roman army. With the Saxon invasions, many of these kingdoms succumbed but some retreated from England and others continued in the far north.

An Early Welsh army must include a King or Prince and at least two units of Combrogri.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 2 units of combrogri
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 Welsh army must include a general and may include up to 2 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 | 8 + 2 | 9 + 2 | +3 | ARMY GENERAL, HEROIC LEADER | 50 |
| PRINCE | 7 + 1 | 8 + 1 | +2 | | FREE |

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

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

Up to 2 Sub-commanders

| TITLE | DL | ML | ATTACKS | NOTES & TRAITS | PTS |
|----------|-------|-------|---------|----------------|-----|
| UCHELWYR | 7 + 1 | 8 + 1 | +2 | HEROIC LEADER | 55 |

Upgrades: May choose to be mounted 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 Combrogri as compulsory troops.

Combrogri

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 | 6 | 10 |

Weapons: Hand Weapon, Throwing Spear or Javelins
Armour: Shield
Special Rules: Warband
Upgrades: May be closed order and take the Woodsmen unit rule at a cost of 1 pt per model.

Every unit of Combrogri in the army must take the same order and weapon options. Closed order units may exchange throwing for long spears.

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.

Mounted Combrogri

Models per unit: 6-12

| ORDER | MR | SHOOT | ATTACKS | HTH | ARM | KILL | HITS | DL | ML | PTS |
|-------|----|-------|---------|-----|-----|------|------|----|----|-----|
| OPEN | 18 | 4+ | 1 | 3 | 5+ | 4+ | 1 | 6 | 7 | 22 |

Weapons: Hand Weapon, Javelins
Armour: Shield
Special Rules: None
Upgrades: May add throwing spears at a cost of 2 pts per model.

Up to 1 unit of Teulu

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 | 7 | 15 |

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+ at a cost of 2 pts per model.
May be given the bodyguard rule at a cost of 1 pt per model.
Closed order units may exchange throwing for long spears at no cost and take the Woodsmen unit rule at a cost of 1 pt per model.

Up to 1 unit of Mounted Teulu Models per unit: 6-12

| ORDER | MR | SHOOT | ATTACKS | HTH | ARM | KILL | HITS | DL | ML | PTS |
|-------|----|-------|---------|-----|-----|------|------|----|----|-----|
| OPEN | 18 | 4+ | 1 | 4 | 4+ | 4+ | 1 | 6 | 8 | 33 |

Weapons: Hand Weapon, Throwing Spear, Javelins
 Armour: Light Armour, Shield
 Special Rules: None
 Upgrades: May add light armour at a cost of 2 pts per model.

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: One unit may be Scouts 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 (no light cavalry, chariots)
- Early Anglo-Saxons
- Early Picts (no light cavalry, chariots)

EARLY WELSH ALLIES

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

- Up to 1 sub-commander 1-2 units of combrogi
- Up to 1 unit of teulu* Up to one unit of monted combrogi
- Up to one unit of skirmishers

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