

SCOTS-IRISH C.200 – 700 CE

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CORE

This army list covers armies in Ireland and the west of Scotland from the Late Roman period to the Viking era.

A Scots-Irish army must include a King or Sub-King and at least two units of Ceithern.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 3 sub-commanders
- Core:** Must include at least 3 units of ceithern
May include up to 7 other core troop selections
- Support:** May include up to 3 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

A Scots-Irish 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 three units of Ceithern as compulsory troops.

Ceithern

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	6	11

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

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 Fianna

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	6	7	14

Weapons: Hand Weapon, Throwing Spear, Javelins
Armour: Shield
Special Rules: Bodyguard, Missile Charge, Warband
Upgrades: None

Up to 1 unit 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	7	18

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

ALLIES

Up to 1 unit of Mounted Fianna 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 Fianna 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

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.

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

- Early Picts (not if any light cavalry or chariots are taken)
- Early Welsh (not if any chariots are taken)

SCOTS-IRISH ALLIES

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

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

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